

Playing With a Full Deck, Team Activities Using a Deck of Cards

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Michelle is the owner and creator of her business Training Wheels Inc. She has been in the Experiential Education field for a decade and has devoted her business to being a creative resource for facilitators and working teams. Training Wheels is a leader in the portable equipment industry and prides itself in creating quality, affordable activities, books, and trainings for those seeking experiential resources. Michelle holds her Bachelors degree in Psychology from Kansas State University and her Masters degree in Experiential Education from Minnesota State University Mankato. Michelle actively seeks and/or creates new activities to enhance her workshops and to provide new resources for facilitators.

Michelle, along with Dr. Jim Cain and Jennifer Stanchfield are the authors of the renowned book, ***A Teachable Moment, A Facilitator's Guide to Activities for Processing, Debriefing, Reviewing, and Reflection.*** The book has over 120 different processing tools, activities, and techniques for facilitators.

Michelle is also the author of ***Bouldering Games for Kids, an Educational Guide for Traverse Walls.***

Look for the brand new book, ***Playing With a Full Deck, 52 Team Activities Using a Deck of Cards*** new in January 2007.

Michelle is currently working on 4 other titles. Sign up for Michelle's free games newsletter to receive updates on these titles and for free activities online at www.training-wheels.com.



Playing With A Full Deck

52 Team Activities Using a Deck of Cards!

Props needed: Deck of Playing Cards

This workshop will be based on the new book, *Playing With a Full Deck, 52 Team Activities Using a Deck of Cards*. Sometimes the simplest prop can be the best item in your bag of tricks. This workshop will be jam packed with over 10 of the best experiential activities out there using a simple deck of playing cards. All activities will be hands on and active. Using the philosophies of learning styles and multiple intelligences, the workshop will include activities that tap into each learning style of the participants you will encounter in your practice. Activities will range in style from diversity, icebreakers, problem solving, communication, debriefing, and social norms. Come prepared to play a lot and learn even more. Jokers welcome.

I use Jumbo cards just so they are easier to see from across a big room. The activities in this handout are a few of my favorites. Please consider signing up for our free games e-newsletter and receive a free e-book with 9 complete playing card writeups from the new book!

Pokerface

There are many playing card activities to deal with inclusion and diversity. Pokerface is one of them. Give each participant a card, ask them not to look at it and put the card to their forehead. Ask participants to treat each other based on the face value of their card. It's amazing to watch the royalty cards get bowed to and the 2 cards get pushed away and treated poorly. Sometimes the 2 cards will form their own 'gang' because they are tired of being treated poorly. Great for discussion on who places value on you. What happens when people feel left out. Isn't the two card sometimes the most valuable card when playing blackjack and you have a 19? Things like that. Great for diversity, people of all abilities can play.

Group Blackjack

Another activity using the same cards is actually Group Blackjack. Same as above, Give each participant a card and ask them not to look at it and place it to their forehead. Ask them to play 'Blackjack' but everyone in the group must be included in a group that equals a combined value of 19, 20, or 21. Simple blackjack rules in case you are unfamiliar with it: Aces equal a value of 1 or 11. Royalty cards equal a value of 10. all other number cards are face value. If you give them a range of 19, 20, and 21 they should be able to include EVERYONE in the group no matter how many participants you have. Even groups of 15 should be able to do it as long as there are a few aces thrown in. Throw a Joker card in and make it a 'wild' card, so it can be whatever value they want it to be.

52 Card Pickup

Directions: This is a great big group activity. Set 4 chairs back to back in a square fashion so that each line protrudes out from the center like the spoke of a wheel. Designate which chair is for which suit. One way to start it is to give each participant a card and tell them not to look at it. Tell them that whoever has the king in each suit is to sit in the chair. Then the queen on his/her lap, then the jack on the queen's lap, etc. You will eventually have one bit lap sit! Then once everyone has been given a card tell them to look at it and then line up in order by suit as quickly as possible. Be ready for loud and fast! Another way to start it is to give the instructions first and then fling the cards up in the air and let them scramble for a card and then line up.

Deck of Card Debrief

Directions: Designate a meaning to each suit within the deck of cards. For example hearts could represent successes, spades could represent situations individuals had a difficult time with, diamonds could represent something they noticed about themselves and clubs could represent something they noticed about one of the other group members.

Shuffle the deck and deal each individual a hand (up to 8 cards). For each card, the individual shares with the group an example of what the suit represents. The numbers on the cards and face cards can be involved also. For example, Jacks are wild cards that can be traded for another card in the deck and the numbers on the cards represent how many thoughts that individual may share with the group, etc. You may want to "stack the deck" with specific cards or adapt the rules so that the person who draws a "10" does not have to share 10 items--this could get a bit lengthy!

Get 20

Invite your participants to get into groups of 4 or 5. Give each participant one card. Ask them to use any math function (addition, subtraction, multiplication and division) to get their cards into a sequence that would equal the number 20. For example, if one group had a cluster of cards that are these values: a King(10), Ace (1 or 11), 5, 6 and 8, the group would get into a line and explain to the group how they equal 20: a King plus an Ace would be 11, 11 plus 8 equals 19, 19 plus 6 equals 25. 25 minus 5 equals 20. Make sense? Occasionally you will have groups that will not be able to make their cards work for a value of 20. In this case I invite other groups to invite a 'card' to their group and make a new sequence. You can also switch up cards to keep the same group intact but with different cards.

War

Divide the group into even teams. Lay a piece of rope or webbing on the ground. Have one group stand on one side of the line, the other group on the other side of the line. Give each participant a card and ask them not to look at it. Players from each team approach the line and face off against one player from the other team. If there are uneven teams, those without a person to face off against must wait until the next round to play. On the count of three each pair will reveal their card simultaneously to their partner. Whoever has the higher card wins their opponent to their side. If players reveal the same card they declare a tie and both members remain on their own side. Then players exchange cards with at least three people on their side so they do not know what card they have. Then play resumes as stated above. Players from each team approach the line and face off against one player from the other team. Play continues as long as participants are still having fun!

Sentence Shuffle

Divide the team into smaller groups of 5-6. Deal each participant a card. Ask them to keep their card and not trade it with anyone. Each group must compose a sentence using their cards using alphabetical values. Participants must stand in the correct order and present their sentence to the larger group. For example, one group of 6 participants is dealt an ace, three, two, king, four, and a seven. Their sentence might be, "A tiny taupe kangaroo falls softly." Encourage each group to come up with 3 or 4 sentences.

Call or email with any questions on these. Enjoy!

Training Wheels Workshops and Training Events

Here is a collection of some of my favorite workshops, conference presentations, and training events. You can request any of these prepared programs or a custom designed program. Bring me out to your camp for any of the following workshops:

Processing Workshop Need more to processing than sitting in a circle, asking questions, and talking about what happened? This workshop is designed to introduce you to a multitude of different processing tools that are simple and easy to use. You will learn how to make/do the activities yourself or find out where to get them. You can increase the quality and value of your programs through powerful reflective learning. One hour to two day workshops available.

Playing With a Full Deck Sometimes the simplest prop can be the best item in your bag of tricks. This workshop is based on Michelle's book and will be jam packed the best experiential activities out there using a simple deck of playing cards. All activities will be hands on and active. Using the philosophies of learning styles and multiple intelligences, the workshop will include activities that tap into each learning style of the participants you will encounter in your practice. Activities will range in style from diversity, icebreakers, problem solving, communication, debriefing, and social norms. Come prepared to play a lot and learn even more. Jokers welcome. One hour to two day workshops available.

Corporate Challenge We custom design all of our corporate development programs. All programs delivered with an experiential philosophy. Please call with questions and pricing information. One hour to multi-day programs available.

Staff Training and Train the Trainer Programs Half day to 3 day programs available. We custom design this program to meet your unique needs. We can teach everything from energizers and ice breakers to engaging problem solving initiatives.

Bullying and Diversity workshops: This workshop is designed to teach you some initiatives that will help participants become aware of they way they treat each other. It will encourage educators to facilitate and work for social awareness and change in their programs, schools, and communities. This workshop will feature experiential practices of multicultural significance with activities that foster the inclusion of traditionally underrepresented groups. From bullying to diversity awareness to inclusion--this workshop enhance your ever-expanding bag of tricks.

Team Building Activities: Is it the weather? Perhaps a full moon? Whatever the reason, my class is having a hard time getting along. Time for some team building activities! This book is jam packed with the best experiential activities out there using a simple deck of playing cards. All activities are engaging and hands-on in nature. Throughout this book I used theories and work around multiple intelligences and the 7 Kinds of Smart work done by Thomas Armstrong and Howard Gardner. Playing Cards - Deck Of Cards Clipart. 813*750. 9. 3. PNG. Free Wedding Invitation Design Clipart - Deck Of Cards Border. 2550*3300. It Was A Logo For My Team Who Plays Electronic Games, - Team Shield Logo Png. 1642*2000. 5. 1. PNG. Shuffle Card Games - Vtech Baby Play And Learn Activity Table - Multi-coloured. 620*550.