

## Activities with Playing Cards and Letters | NCCPS 2023 Workshop with Chris Cavert

Thanks for joining me at this workshop! Reach out if you have any questions (email below).

### Playing Cards

#### **That Person Over There** (No-prop version in The Empty Bag, by Hammond & Cavert)

**Needs & Numbers:** You'll need some ample space to mingle around and a deck of standard playing cards. Plays well with 8 to 12 participants if you plan to share information about everyone at the end. And this one plays well with up to 36 people - but you may not want to share information at the end because it will take a long time. With all the frontend and wrap up this one plays well for about 12 to 15 minutes.

**Process:** Scatter out the playing cards on a big table or on the floor/ground. Ask everyone in your group to choose a card that connects to a story about them. For example, a two represents *"I love biking and I recently went on an overnight bike trip covering 120 miles in three days."* Or *"I picked a heart because I love coming to attending NCCPS and I love traveling by car - so we drove to the conference from Utah."*

When everyone has a card-story, gather your group together in a large circle. When you say "GO" players pair up and introduce themselves to their partner. (Players can find each other by raising a hand, looking for someone else doing the same thing, then get together. If a group of three needs to be created, perfectly okay.)

After players pair up, they shake hands (or fist bump or....), then share their first names – make sure you emphasize that they should REALLY learn the person's name and card-story because they will need to share this information with someone else.

Then, each player tells their card-story. After both stories are told, partners exchange cards and then go off to find another person they haven't met yet. (Again, raise a hand and look for someone else doing the same, then get together.) Each new pair greets with a handshake (or other socially acceptable connection), introducing themselves first ("Hello, my name is Chris."), then one at a time each player points out the person who belongs to the card they have (they might need to get closer to each of their card-story people in order to be clear about whose card it is, and then tells the card-story.

After both players point out their *"That person over there..."* person and tell their card-stories, they switch cards and go off to find another player they have not met yet - introducing themselves first, and then pointing out the person who belongs to the card then sharing the story.

Continue as long as the energy is good - usually about three to five minutes of exchanging stories.

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After the activity, gather your group back into a circle. When you have a small group of up to 12 participants, take some time to check stories (and learn more about the people in the group). Ask a willing participant to share the card-story they have and to whom the card belongs (let's say it belongs to Alex). The person who belongs to the card (Alex) is asked NOT to say anything until the end of the process.

After the card-story is shared, ask the rest of the group *"Does anyone know anything else about Alex?"* Take some time to hear more about Alex (during the card and story exchanging, other information about each person may have gotten lost and didn't make it to the final story. Then, Alex gets to share the original card-story and confirm or deny and of the other information shared from the group.

If you are working with more than 12 participants, call time on the exchanges. Ask everyone to find the person who belongs to the card and share the card-story they know - then return the card to the original tht owner. After everyone has their original card, circle up and discuss some learnings about the activity (see Purposeful Programming below for ideas.

Purposeful Programming: You can discuss the chain of misinformation and how we accept information without verification. And why, even if the person is in the same room, we don't go over and verify the information with the person. Or frame it about how we build a mental model of someone with misinformation.

### **Variations:**

In the beginning have participants choose a card with a number on it - 2s through 10s. Then, (after everyone has a number), with the first partner, each shares a fact about themselves equal to the number on their card. Then, after finding a new partner a player says, *"That person over there is....and these are the facts about them...."*

In the beginning have participants choose a card with a number on it - 2s through 10s. The number they choose is based on a significant story about the number. For example, "I chose a three because I have three dogs - two labs and a poodle." This significant card-story is passed about during the "That person over there..." sharing.

## **Four of a Kind**

Here's a Link to the description: <https://www.fundoing.com/blog/chris-caverts-portable-top-10>

## **Pangram Project**

Here's my favorite Pangram - no double letters in words:

**A quick brown fox jumps over the lazy dog.**

Here's a FUNdoing Blog link to the process using small Bananagrams:

<https://www.fundoing.com/blog/pangram-project-another-beta-test>

NOTE: Remember, the Scabble Slam cards are too confusing for the Pangram Project. Make your own 26 letter alphabet set using index cards - make sure the letters don't show through the cards you make.

[Crowd Words](#) (a laminated investment) is now my go-to for large letter tiles.

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