

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

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Michelle Cummings M.S. is the Big Wheel and founder of Training Wheels, a known leader in the Team Development industry. She is an accomplished author and is a sought-after speaker and consultant on leadership, teambuilding, and experiential learning. Michelle has created a wide variety of facilitation, debriefing and teambuilding activities that have collectively changed the way trainers and educators work.

Michelle has delivered innovative leadership programs for such organizations as The Children's Hospital, Air Force, TIAA-Cref, and Cherry Creek High School. She has also created and facilitated team trainings for Aggregate Industries, Navy Installations Command, On The Border, Institute for Accounts Payable Professionals and Boehringer Vetmedica. She is currently working with Stephen M.R. Covey and his associates at CoveyLink on developing experiential activities for Stephen's most recent book, *The Speed of Trust*.

Michelle has authored 3 books to date and a 4th is in its final stages.

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*** and ***Playing With a Full Deck, 52 Team Activities Using a Deck of Cards*** new in February 2007.

Look for the brand new book, ***Setting the Conflict Compass, a Facilitator's Guide for Conflict Resolution Activities***, due out in Fall 2008.

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.



Still Playing With A Full Deck

New 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!

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.

Alliteration Anticipation

Playing the Game: Invite your group to stand or sit in a circle. Deal each participant one card and ask them to hold it face down. The participant to the facilitator's left begins by saying, "I went to the department store and I bought....." As soon as he has said "bought", the participant to the facilitator's right shows their card. The participant who is speaking must immediately say the number of the turned-up card and a noun that begins with the same letter as the number of the card. For example, for a two he might say, "two tangerines"; for a four, "four firecrackers." For an ace, instead of "one," the player uses "an" and so might say, "an avocado." For face cards, no number is used, simply the first letter of the card. So, for a jack, the player might say, "a jellybean"; for a queen, "a quince"; and for a king, "a kite."

Vermont Baseball

This is brand new and not in the book! Two teams play against one another. One team throws a deck of cards into the air and the other team must scramble to put them into suits. The team that threw the cards stands in a tight circle while one member of the team runs a circle around the group. Each revolution around their team earns them a point. The team with the most points at the end of 3 rounds is the winner!

The King is Coming!

Playing the Game: This is a variation from Sam Sikes' game, The Captain is Coming. It is a great ice breaker and energizer for any group larger than 10...preferably larger than 20. The facilitator plays the role of the King/Queen and is the person who calls out the orders. The following orders are several actions that the group does during the game depending on what the King/Queen calls out:

"All Hail the King!"--Everyone bows or curtsies to the King.

"Pair"--Everyone finds one person who has the same number of card that they do. Example: 4 of spades and 4 of diamonds. Option #1: they conduct a sword fight with one another. Option #2: They dance together at the King's ball. Use whichever one fits your group better.

"3 of a Kind"--Everyone gets into a group of three cards with the same numeric value. Example: 3 of hearts, 3 of diamonds, 3 of spades. This group must raise the drawbridge! One person stands in the middle and uses their arms as the planks of the drawbridge. The other two stand on each side of the drawbridge planks and crank them up.

"Two Pair"--Everyone gets into a group of four cards that makes up two pairs of cards.

Example: two 5 cards and two Jacks. This group must stand in a line and do the Riverdance!

"Flush"--Everyone gets into a group of five cards of the same suit. Example: 3,6,7,9,Jack of Spades. This group stands in a tight huddle with their backs to one another, pretends to flush a toilet, and makes a "Whoosh" sound.

"Straight"--Everyone gets into a group of five cards with a numeric run. Example:

7,8,9,10,Jack. This group of five quickly stands in a straight line in the correct numeric order with arms folded as if they were in straight jackets.

For people who cannot get into a group before the facilitator blows his/her whistle, they must "Leave the Kingdom!" These people walk over to a designated area and sing and dance to a Jester's song. "I've got a lovely bunch of coconuts....." (repeat over and over and over and over.....)

Joker's Wild!--This command allows all participants who have had to "Leave the Kingdom!" re-enter the game.

Get Into Your Groups

Playing the Game: Invite your participants to get into a circle. Give each person a card and ask them not to look at it. Inform them that it is a non-talking activity and it should be done in complete silence. Ask each person to put the card to their forehead without looking at their own card. Tell the groups that you are going to be vague with the directions on purpose and then say, "Please get into your groups. Ready, go." There will be some initial confusion as to what 'groups' you are looking for, but people will start milling about and helping each other get into groups based on either number, suit, or color.

It's amazing to watch what groups form and whose idea of a 'group' gets followed. Usually a few people will step forward and start placing people together. Sometimes groups will get started placing people into groups by number, but a larger personality person will jump in with big non-verbal body language and start separating people out with what they think is the 'right answer', by suit or color.

Rejection

Playing the Game: This activity should be played simultaneously with a variation of Card Mixers. Give each participant a card. Ask them to find a partner with a card that has something in common with their card. (this could be the suit, the number, or the color). Have them discuss a 'get to know you' topic. What makes the game of Rejection different from the activity Card Mixer is, as you hand out the cards, the participants that receive a red card are given normal instructions for the activity. Participants that are given a black card are given the same instructions and also told they are not allowed to talk to anyone with a red card. A great diversity activity as well. 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.