



Playing Card Lineup

Ice Breaker/Energizer

Objectives

- Fun way to interact with others.
- Use an initiative in early stages of teambuilding.

Supplies: deck of playing cards

Instructions: works best with groups of 16 or more

- Prearrange the cards so that they are stacked from Ace to King within each suit; Ace of Hearts, Ace of Spades, Ace of Diamonds, Ace of Clubs, 2 of Hearts, 2 of Spades, 2 of Diamonds, 2 of Clubs, 3 of Hearts, etc. all the way to Kings
- Deal out the cards face down, one to each person; instruct participants to not look at the card.
- If someone does accidentally look at their card, they can switch with another person.
- Once everyone has a card, they are to get into smaller groups, based on your instructions.
 1. Get into groups based on the color of your card.
 - a. Once in the group, share with others about your pet(s)
 - b. After sharing, exchange cards with another person, keeping the cards face down
 2. Get into 4 groups based on the suit of your card.
 - a. Once in the group, decide as a group to do one of the following exercises: 10 jumping jacks, 10 deep knee bends, or 10 touch your toes
 - b. Exchange cards with another person, keeping the cards face down
 3. Continue with other groupings, such as “groups of like rank”, pair up with like color and rank, arrange by suit and rank with Ace being #1

Facilitator Notes



Notes for Facilitator:

- Pre-arranging the cards ensures there will be even distribution of suits and ranks of cards
- If a small number of participants, just reduce the number of cards used

Reflection:

- Was it hard not to look at your card? Why?
- How did the group help each other?
- What did it feel like once you were ‘placed’ into a group and asked to share/perform?

Source: adapted from Cummings, Michelle. *Playing With a Full Deck*. 2007.