HOW TO PLAY!

What you’ll need:

Index cards
Sharpies
Timer

- The participants sit around one table.
- Each participant is given a stack of blank index cards. Each stack should contain the same number of index cards as the total number of participants.
- Hit “go” on the timer! Each participant gets 1 minute to think of and DRAW (that means no text or speech bubbles!) a behaviour/activity that they appreciated, were confused by, or which concerned them, on their top index card.
- Each participant turns over their stack of index cards, and passes the entire stack over face-down to the person sitting to their right.
- Each participant then flips over the stack they just received, sees what is drawn, and moves that index card to the bottom of the stack. They then have 30 seconds to interpret and WRITE what they think was drawn on the next top index card.
- Each participant turns over their stack of index cards, and again passes the entire stack over face down to the person sitting to their right.
- Each participant then flips over the stack they just received, reads what has been written, and moves that index card to the bottom of the deck. They then have 1 minute to DRAW what was written, on the next top index card.
- The next pass will require each participant to interpret and WRITE what was drawn in 30 seconds again.
- Continue this draw-pass-write-pass pattern until the stack of cards received by each participant has no more blank index cards (it will end on a ‘write’ then pass turn for odd numbers of participants, or a ‘draw’ then pass turn for even numbers of participants).
- Each participant can now share and talk (and laugh) with the group through the cards in each stack backwards until they arrive at the original drawing in their stack.
- Have light-hearted discussions around issues drawn out (hehe), taking actions where appropriate.
- Repeat the whole activity if you wish to draw out multiple themes or ideas from each participant, or save it for another day!
PRO-TIPS

• Have a designated facilitator. Ensure they understand the rules and is comfortable facilitating the discussions at the end.

• Prepare the room, index cards, timers and sharpies in advance.

• Be strict about the timing! Overthinking what to write/draw will limit the effectiveness of this exercise.

• If this is used as a team culture retrospective or as a get-to-know-you activity, participants can bring signature or traditional snacks and drinks.

• Be cognizant of sensitive issues being raised, and make a note to address these in a separate forum.