

Cards of Courage

PURPOSE OF THIS GAME

**A culture building
game for staff**



Cards of Courage

HOW TO PLAY

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SCORING

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REFLECTION CLOSER

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SCORING

- 3 points: Bold, playful, authentic, full effort
 - 2 points: Completed, but safe or with low energy
 - 1 point: Attempted but weak
 - 0 points: Refused or timed out
- Teams MUST score honestly - courage and healthy culture depend on honesty.

HOW TO PLAY

1. Divide into teams of 2-5 people.
2. Place the three categories of cards FACE DOWN:
 - o Deck A – Fun & Excitement
 - o Deck B – Curiosity & Creativity
 - o Deck C – Spirit of Adventure
3. On your team's turn, draw ONE card from any deck.
4. Read aloud and complete the challenge within 2 minutes.
5. Other teams score your performance (see scoring card).
6. The first team to complete six successful cards ends the round. Highest total wins.

PURPOSE

To spark engagement, interesting collaborative conversation, and challenge adults to practice the very conditions they want for students.

Players: 4-20 adults

(teams of 2-5)

Time: 15-35 minutes

Materials: Printed prompt cards + timer + score sheet

REFLECTION CLOSER

Each person answers out loud ONE of the following:

- "The one card that was most challenging for me was... and here's why:"
- "One behavior I will try this week as a result of this experience is..."
- If students watched us play this, what would they say we are modelling?

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Deck A



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Deck A



**FUN &
EXCITEMENT**

Tell a true school related story where FUN changed the outcome — dramatically.

**FUN &
EXCITEMENT**

Brainstorm a staff meeting opener that would make everyone smile.

**FUN &
EXCITEMENT**

Set a timer for two minutes and create a list of “fun” things happening at your school.

**FUN &
EXCITEMENT**

Share a moment this year when fun transformed a lesson or meeting.

**FUN &
EXCITEMENT**

Describe one “micro-move” you use that makes adults glad to see you enter the room.

**FUN &
EXCITEMENT**

Identify examples of teachers doing hard things with a sense of enthusiasm or joy.

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Deck B



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Deck B



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Deck B



CURIOSITY & CREATIVITY

Pose a "what if we..." question about your school that could spark forward momentum.

CURIOSITY & CREATIVITY

Redesign a mundane task (announcements, attendance, grading) to make it more engaging.

CURIOSITY & CREATIVITY

In 90 seconds, brainstorm wild and exciting ways to ignite student wonder in any subject.

CURIOSITY & CREATIVITY

Connect a random object in the room to teaching or leadership through metaphor.

CURIOSITY & CREATIVITY

Share something you are professionally curious about.

CURIOSITY & CREATIVITY

How might you connect your preferred creative outlet to your role as an educator?

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Deck C



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Deck C



**SPIRIT OF
ADVENTURE**

Design a one-minute activity that would re-energize a tired team meeting with a sense of adventure.

**SPIRIT OF
ADVENTURE**

Propose a bold change you would make tomorrow if you weren't afraid.

**SPIRIT OF
ADVENTURE**

Rename a dull task (attendance, pacing, testing, PD) to reflect a spirit of adventure.

**SPIRIT OF
ADVENTURE**

Describe one new idea you want to try that feels a bit scary but exciting.

**SPIRIT OF
ADVENTURE**

Throw out a wild, idea that could lead to a meaningful professional adventure.

**SPIRIT OF
ADVENTURE**

Share a risk you've taken professionally and what you learned from it.