

Time Line—10:40-11:30

- 10:43-10:50 Picture This
- 10:50-11:00 Prayer Chain
- 11:00-11:05—Why are we here
- 11:10-11:20—52 card pick up
- 11:20-11:30—Five things to think about
 - Don't Give up
 - It's the Long Game--It's okay if it's not great—Are you building relationships
 - Remember your audience—What are they dealing with?
 - Have a plan
 - Get help if you need it the connection coaches are there to help and support you.



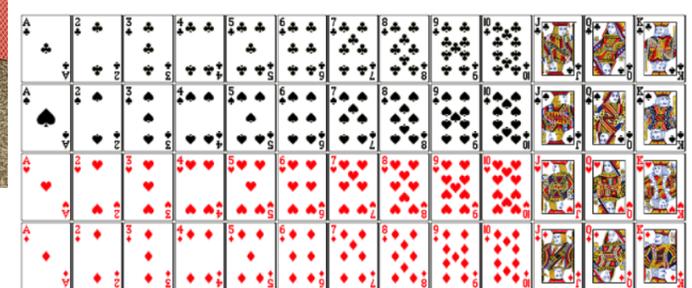
Spicing Up your Connection Time

52 Card Line Up

Divide participants into groups of four or five. Provide each group with a stick (coffee stir sticks or straws work great). Use a shuffled deck of cards for the entire group. Toss the cards in the air and let them fall. Team members must arrange their cards in numerical order by suit without personally touching them with any part of their body. Teams compete to see which team completes the task first.

Supplies:

- Deck of shuffled cards
- Stir sticks/chop sticks/straws one for each person



Looks Count



Create groups of at least 10 people. Create a smaller deck of cards that contains an even amount of each suit so that all four suits will be evenly distributed. Have each participant draw a card and immediately have the team-building organizer tape it to their backs before they see it. Instruct team members to treat diamonds like royalty, ignore spades, mock clubs and act neutrally toward hearts. Encourage participants to use actions as opposed to words when interacting. After the activity occurs for about 20 minutes, discuss how the way people were treated affected their actions. This activity emphasizes the point that people react based on how they are treated. It makes participants aware that if they treat team members with respect that they may be more productive.

What's Your Role?

Divide participants into groups, preferably with people they do not work with often. Each group is assigned the task of building a card house. Give groups paper and pencils so they can design their card houses if they choose. They should also receive two decks of cards. The group with the last standing card house wins. Each participant draws a card. If someone draws a king, he is the leader. A person with a queen is second in command. If no king or queen is drawn, the group may choose its own leader. If more than one king or queen is drawn, participants share the role. Everyone must, in turn, place a card on the house, but leaders have the option of telling others where to put their cards. After all the houses are down, discuss which houses stayed up the longest and how well members of the group interacted. Focus on how team leadership influenced the group's ability to work well.

This activity encourages groups to be well organized and to value instructions. Additionally, discussions at the completion of the activity may focus on leadership styles and what methods seem to work best. This can be valuable for team leaders who want to apply what they learned in true life activities requiring teamwork.



BOLOGNA SANDWICH (BALONEY SANDWICH ALL DEPENDS ON WHERE YOUR FROM)

The person that has the ace of spades goes first. To play, a player places his card(s) face down in the middle of the table and announces his discard. For example, the player that throws out the first card would say, "one ace". The turn then passes to the next player and they are required to throw out the next card in ranking order. In this example, the next card would be a two. The player has the option of throwing out all the twos in his hand in one discard.

If a player does not have a two in hand, they must discard an alternative card(s) but still claim it as a two, and hope that the other players believe them. If a player calls Bologna! then they are allowed to flip the cards over to see if they are actually what they've been claimed to be. If the cards do not match what the player stated, then the player that discarded must take the entirety of the deck into his hand. If the cards do match what was claimed, then the player that called Bologna! is required to take the entirety of the stack into his hand. A player may not call BS! on themselves.

Remember that a player can discard more than one card at a time. For example, if you have three jacks in your hand and jack falls on your turn, then you can layout all three jacks in that one turn.

The game continues in this way until someone has gone out and is declared the winner. There are other version of BS you can look them up online.



SPOONS

OBJECT OF THE GAME

Players take turns trying to collect a four-of-a-kind. Once someone does, everyone tries to grab a spoon. Without a spoon, you get a letter. If a player spells "S-P-O-O-N", they're out! The last player standing wins!

THE DEAL

Arrange the spoons in a small circle in the center of the table and deal four cards to each player.

THE PLAY

Each player tries to make four of a kind. The dealer takes a card off the top of the deck to have five cards in their hand, removes one and passes it face down to the left. Each player discards to the person on their left.

The last player places their discard into a trash pile. Cards are picked up and passed quickly around the table until someone gets four of a kind and takes a spoon from the center. Once the player with four of a kind takes a spoon, anyone can take a spoon. The player left without a spoon gets a letter. If at any time the draw cards run out, pause to reshuffle the trash pile and keep going.

HOW TO KEEP SCORE

The winner is the last player remaining. Players move closer to elimination each time they don't get a spoon and take the next letter in the word S-P-O-O-N. Spell it and you're out.

Ideas outside the realm of cards:

1. Personal Flag activity: Provide your students with whatever materials you chose, and explain that you would like them to introduce themselves via their own personal flag. They will have 30 minutes (or so) to make their flag. Then ask students to introduce themselves, presenting their flag and explaining the symbolism in it. This is a great way for them to share a bit of themselves along with the things they are passionate about.

Coloring pages

2. Doodle of the day: Just like it sounds

3. Picture me this: Played when you entered the room today

4. Weather forecast: ask the student how their day is going and they have to respond by using a weather forecast. I'm partly cloudy—Terrenal Rain—Blizzard

5. Pits and peaks: Ask student to share one Pit (worst part of their day) followed up by a Peak (Best part of their day). The rule is that you cannot share a pit without a peak, even if they are not balanced. The Peak is essential.

6. Telephone Pictionary: Just like it sound

- Telephone Pictionary combines the verbal exercise of Telephone with the fun drawing game Pictionary. This game is good for any group size, as long as these groups can be broken down into smaller groups of 5-10 people each.
 - Each person is given a sheet of paper for every person they have in a group - (e.g. if 10 people in the group, each person is given 10 sheets of paper).
 - Have each player write down some type of phrase on the top sheet of paper then pass the entire stack to the person on their left
 - That person will read the phrase, move that sheet to the back of the stack, then draw a picture representing that phrase on the next sheet of paper
 - They'll then pass it to the person on their left, who will then look at the drawing, move that sheet to the back of the stack, and then write a sentence that describes that picture.
 - This process repeats until the stacks make it all the way around the circle
 - The players then read out their original phrase and show everyone else what eventually became of that phrase. You'll probably find that it's completely different!
 - Visit <https://Brightful.me> to find more fun things to draw!

7. Prayer Ideas

- Prayer Chain
- Post it notes (what to people need prayer for around the world) Prayer wall
- Prayer activity

8. Two Truths and Lie

Treasure Chest: Log in using warrior life. <https://docs.google.com/spreadsheets/d/1dJczgmsGaSqBcL71sD8Ay2zEs-c1K0OoMGgniFamws/edit#gid=0>