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## A Full Deck

Similar to (but probably a little quicker than) the jigsaw/broken squares exercise.

Depending on numbers, you'll need a pack of cards for each of 3-6 teams, or even each person. Crucially, these packs of cards need to be the same.

Mix up the cards before the event.

Then give a box to each team and explain that they need to be the first to get a complete pack of cards with the right number of cards in it and a full deck (no duplicates or missing cards). OR if you have 3 or 4 teams, you can ask each team to get ALL the cards of a particular suit.

The competitive element will tend to make them compete rather than collaborate.

You can impose specific rules if you like, for example:

- You can only exchange cards (not just give or take).
- You can never have MORE than 52 cards.
- No speaking.
- All cards must be in someone's possession at all times (no 'pool')
- Only one person may liaise with each different team i.e. person A liaises with team A, person B with team B etc.

Put on a time limit for added urgency.

Stop the exercise when everyone has completed it, when the first team has completed it OR when the time runs out. The team with the highest number of right cards is the winner.

You can debrief in line with lots of topics including:

- Communication
- Negotiation
- Collaboration
- Planning/time management
- Team work