



UBUNTU



Cards



there exists a common bond between us all...

Ubuntu cards encourage a group to interact, find connections and have fun. The cards are a great tool for limitless reflection through metaphor, but we have also discovered that they offer endless opportunities for group interaction and creative play. Here are a few activities with which we have had success. Try these, but also create your own interactive experiences. After your group has played with them they too will start to come up with variations - which is another powerful team building initiative!

Connections

Common Bond (Large group, played with multi-image side)

Give a card to each person in the group. Challenge everyone to pair up and find a matching item on their cards. When they do find a match have them try to find something else in their lives that they have in common, a common bond. Once they are successful, have them move on to a new person and repeat the activity. *Note: all the cards have a common symbol with every other card... but the group doesn't need to know that.*



Fast Find (10-15 participants, played with multi-image side)

The object of this timed activity is to identify the matching images on the cards as quickly as possible as play continues around the circle. Assemble the group in a circle and give a card to each person. Have the group choose who will be the start person (player 1). Start timing the group when player 1 turns right to player 2. Both turn over their cards and search for the common image. Once they successfully identify a match, player 2 turns right to player 3, and then this pair works together to find their matching image. Play continues around the circle in this manner until the last player and the first player find their match. Stop timing. You can try another round to improve your score but be sure to shuffle your cards before the second round.

Blind Find (Any size group, played with multi-image side)

Give a card to each person in the group and ask everyone to find a partner. Tell the group that (on your signal) they should study their own card for 20 seconds. Time can be adjusted based on age and ability of participants. Then, tell participants to hold their cards up next to their heads (at your count) so that their partners can see the card but they cannot. Have them attempt to find the match by looking at their partners' cards and recalling what is on their own. To continue, players trade cards and find someone new to play with.



Partner Blind Find (Any size group in partners, played with the multi-image side)

Ask your group to pair up and give each partner pair an equal amount of cards (10 or more works best), multi-image side down. Direct the pairs to turn over the first card in the pile and study it for 20 seconds. Time can be adjusted based on age and ability of participants. Then, have the pairs remove this card from play, to a place where neither person can see it. On your signal, the pairs turn over their next top card and work together to try to find the matching image from their original card. Once they are successful, they can turn over the next card and continue racing through the pile of cards. Celebrate success!

Championship Find (Large group, played with the multi-image side)

This is a fun, light-hearted, competitive (and noisy) activity. Give each person a card and ask everyone to find a partner. On your signal, have the partners turn over their cards and race to find the matching image. The person who finds the match first wins and takes the opponent's card. The person who lost joins the winner's "team" as an enthusiastic fan and cheerleader. Winners continue to play by finding another undefeated participant to play against, while their growing fan bases cheers them on. Play until one person has all the cards and all the fans. Congratulations!

Symbolic Circles (Any Size Group, played with the multi-image side)

If the group has played with the Ubuntu cards already, this activity will be very quick. If you play this initiative first and the group has never used the cards before, it can be an interesting initiative. Give each person a card and tell them that the object of this activity is to get the group to form one large circle in which each participant's card is linked by a matching image to the participants' cards on their left and right. *The catch here is that all of the cards have a link to every other card, so any formation of a circle is the solution. But the group might not know that... yet.*

Find and Flee (Large Group, played with the multi-image side)

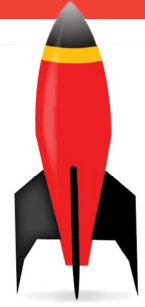
Give a card to each person in the group and direct your large group to divide into circles of 8-12 participants. Instruct everyone to show their cards face up in the middle of the circle (on your count), and as quickly as possible find a match with another card. When players find a match they should swap cards with that person and then step out of the group and quickly step into another group and resume play in their new circle. Only the "finder" leaves the group -the person with whom the finder swapped cards remains. End the game while energy is still high. You can also play with one small group: play until there is one person left in the circle, and celebrate the last person left.



Reflections

Story Telling (2-12 participants, multi-image side)

Have your group sit in a circle and place several cards into the middle of the circle, multi-image up. Tell participants to study the cards and create a story that incorporates all of the images on a given card. Creativity and humor are encouraged. When someone has developed a story they may share it with the group. Variation: Place a single card in the circle and have each participant tell only a part of the story, and the group takes turns adding to the story.



Strengths (Any size group, single-image side)

Have your group sit in a circle and place several cards into the middle of the circle, single-image up. Ask participants to identify with an image as a symbol of strength or ability that they bring to the group. This allows groups to share and hear the strengths that exist within the group. It also may be more comfortable for younger participants to speak about an object metaphorically as opposed to sharing about themselves directly. Variation: After a group has had a time to learn about each other, direct participants to each pick a card that represents their own strengths, without sharing their reasons. Ask the group to identify why they think the image is fitting for the person. This is an interesting way to get and give feedback about how they are perceived in a group.



Start/Stop (Any size group, single-image side)

Have your group sit in a circle and place several cards into the middle of the circle, single-image up. Have the group identify a card that represents something the group needs to start doing to be successful and something the group must stop doing to be successful.

Full Value Ubuntu (10-12 participants, multi-image side)

Have your group sit in a circle; place several cards into the middle of the circle, multi-image up. Ask the group to study the cards and discuss images that represent the qualities or characteristics that need to exist for the group to be successful. Have them identify one card that represents many of the characteristics discussed. This card can be kept as a representation of the group's Full Value Ubuntu contract.



All for One, One for All (Any size group, single-image side)

Have your group sit in a circle and place several cards into the middle of the circle, single-image up. Challenge the group to choose by consensus one single-image card that they feel represents the group as a whole. The wonderful thing about this activity is that the final product does not matter as much as the conversations leading up to the decision, as the group members describe their reasoning for choices and discuss strengths within the group.



There's a Reason (Any size group, single-image side)

This activity works well after playing any of the Connection activities in which cards are traded often (Find and Flee, Blind Find). After you have finished an activity and participants each have one card in their hand, ask the group to look at the single-image side of their card. Tell the group that some people believe that things happen for a reason. Ask the group to think about the single-image they are holding and challenge them to find a reason or connection as to why they ended up with that specific card.

The spirit of Ubuntu is about interconnectedness.

We hope you will find creative ways to use Ubuntu cards to help groups interact, find connections and have fun. Ubuntu cards have endless possibilities:

We invite you to explore, play and share. Tell us how you are using your Ubuntu cards!

Contact us at: info@high5adventure.org



Our Mission

High 5 Adventure Learning Center is a non-profit educational organization dedicated to helping individuals, schools, teams, and communities use adventure experiences as an effective tool for improving the way they live, learn, work and lead together. High 5® provides educational experiences for all ages that develop a sense of connection and community in a learning environment of discovery, challenge, and fun.



High 5 Adventure Learning Center
*Empowering People, Building Programs,
Creating Change*

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