

52 FATHOMS

Fathom. As a verb, it means to search for deeper meaning and understanding. 52 Fathoms, as a noun, is a set of playing cards re-imagined by an adventurous educator in search of deeper meaning and understanding. They are playing cards with a style infused with imaginative imagery of adventure for inspiring conversations, games, and even the building of teams and the processing of experiences. 52 Fathoms are a tool for teaching and learning about ourselves, others, and community. Please enjoy.



HOW ARE WE CONNECTED?
The images and objects found on cards 2-10 in all suits can be grouped by categories. For example, there are 4 cards with sea creatures on them. Invite players to group according to categories they discover. Once they are in a group, invite players to discuss what similarities are also found among players. For example, they all play soccer.



LOST AT SEA
The Story:
You and your fellow adventurers find yourself shipwrecked and lost at sea. In the wreckage of your once trusty ship you salvage a variety of items and supplies including a small lifeboat. Unfortunately your boat is small and the room for supplies is limited. You and your team must prioritize the items from most important to least important and be able to explain your rationale if you are to survive.

How to Play:
This game uses cards 2-8 of all 4 suits. Shuffle and arrange the cards face up for the group to see. Introduce the above scenario and ask the group to put the cards in order from most important to least important.

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52 FATHOMS is a fun and frantic community building game of picking up cards and completing short tasks. The game is perfect for groups of 10-15. For larger groups, use multiple decks.

How to Play:
To begin, spread the entire deck of cards onto the ground by gently tossing the cards in the air. Explain that the object of the game is to pick up all 52 cards. When a card is picked up, the player must successfully complete the task printed on the card in order to keep the card. If the player cannot complete the task, the card must be returned to the ground. A player may also choose to return a card to the ground for someone else to try. Just for fun. The game is over once all 52 cards have been picked up.

STORY ISLAND
The images and objects found in 52 Fathoms can be used to tell stories of adventure. Deal the entire deck of cards to players. The first player places a card down and begins telling the story. The next player waits until she can use one of her cards to continue the story. The story continues until everyone is out of cards.

PEOPLE SORTING
By design, playing cards are perfect for easily sorting larger groups of people into pairs and small groups of various sizes by taking advantage of the color, number, and suit of each card.

REFLECTIONS
The images and objects in 52 Fathoms are rich in metaphor and purpose. Take advantage of these images to kick start conversations and debriefs about a group's progress, success and failures, character traits, and more. Be creative and ask players to choose objects that most represent, a feeling, behavior, characteristic, or skill. Use cards 2-10 from all suits.

