



ALASDAIR CANT & ASSOCIATES

CARD MEMORY GAME

This is a high energy game that involves moving around at speed - so some thought in advance about individuals' mobility, and the room layout to make the activity inclusive and safe. It encourages people to collaborate quickly and think tactically under pressure.

In advance, take a pack of cards and sort the cards into four suits. Divide the group into either two, three or four teams. You will need one suit of cards per team. Spread out the cards for each team in a random cluster face down about ten metres away from each team.

The aim of the game is to uncover the suit of cards from Ace to King in sequence in the right order. The first member of the team runs to the end to uncover a card. If it's not the ace, then they show the group the incorrect card, replace the card face down and then return to the group. The next team member then runs to the cards and repeats the exercise. Once the ace is finally uncovered, the game continues by trying to uncover the cards in the right order. The team that wins is the one that completes the task first ending with the King. There are many different tactics that a team can use to remember where the next card might be.