



Pick a Card to Get to Know You

Step-by-Step Instructions:

1. Have each member of the class draw a card from the deck.
2. Each participant has to tell as many things about themselves as the number of the card he or she is holding.
3. Jacks are worth 11, Queens 12, Kings 13, and Aces are 14.

Tips for Discussion and Processing

This is fun and creative for group members to learn about each other. If they run out of things they want to share about themselves, they can add things they want to get out of participating in the class.

Title: Pick a Card to Get to Know You

Group Size: 1 to 50+

Time Needed: 15 minutes

Goal: To allow participants to get to know each other

Audience: Couples, Parents, Teens, Children, Singles

Special Considerations: None

Resources Needed:

- ✓ One deck of cards