



There are multiple ways to play the card, for example:

A: For the lesson Learned

The playing for serious lesson learned can be by oneself or with 1 lecturer asking 1-4 players and follow these suggestions.

1. Shuffle the card.
2. The lecturer randomly picks 1 card and put it on the table with the face down... leave the card alone.
3. Then the players randomly choose 1 card and tell the meaning of card on what they are currently facing in life.
4. Pick 5 more cards, randomly then take a while to consider the cards.
5. The players choose among their 5 cards which one is the suggestion of the problem. Put the chosen card next to the situation card earlier and tell others about the card.
6. After listening to all players' stories, consider remaining 4 cards in hand and choose the card you want to give other players as the suggestion with reason. Start one by one until everyone gets to choose.
7. Then the lecturer opens all the cards facing up but still keeps the first chosen card facing down. Let the players choose which facing up card they want to be the conclusion of their learning together with exchanging the reasons and feeling towards this game.
8. Lastly, the lecturer opens the last facing don card and interprets its meaning that this talk gives what ideas or lesson to the players.

End of the game.

B) Briefly get to know each other

By using this deck of cards to start the conversation to briefly get to know each other. It is recommended to have 1 lecturer and up to 20 players.

1. Lecturer randomly distributes 1 card for each player and let the players introduce themselves from the picture. Every ending round, the players must return their cards to the deck to get the new one.
2. Lecturer randomly distributes 1 card for each player and let them talk about 'how their current lives similar to the picture'. Every ending round, the players must return their cards to the deck to get the new one.
3. Lecturer randomly distributes 1 card for each player and let them ask their nearest friend "the question created from the card". Change the questions until contend then move to the last process to conclude the game.
4. Conclude the activity "What the cards teach us today?" by exchanging observation or closing conversation.

End of the game.

C) Got group experience reflection

It is suitable to use this deck of cards to reflect the mutual issue such as to observe student feeling, family or colleague.

It is recommended to have 1 lecturer and 1-8 players.

1. Create questions list of 4-5 questions in your mind according to below examples.

For Kru Koy's students

[choose the card for the friend next to you]

[choose the card reflecting your current live]

[choose the card meaning school]

[choose the card meaning teachers in the school]

[choose the card reflecting your dream]

[choose 1 card to thank yourself]

2. After preparing the questions, it's time for the game. Arrange the cards in line, 8 cards in each line. Ask the first question then open all the cards in the first line.
3. Let each player choose open card to answer the question and explain.
4. When ask the next question, open another line of cards. The players choose any open card in the open line to answer the question. Repeat the process until finishing every question
5. After finishing the game, let each player conclude what the cards teach them.

End

of the game.

