ROLL FOR INITIATIVE PROJECT









CARDS 4 INITIATIVES

Cards 4 Initiatives is more than just a game—it's a versatile educational tool designed to support educators, trainers, youth workers, and anyone interested in integrating interactive methods into the learning process.

The Aim is to support inclusive, reflective and engaging learning experiences in non-formal education and youth work by providing interactive methods to facilitate connections, self-awareness and inspier creativity.

Based on a standard 54-card game, this deck combines four-in-one tools, making it a flexible resource for various educational settings. As the name suggests, "Cards 4 Initiatives" offers four distinct ways to engage:



1. A tool for getting to know each other



2. A Tool for guided Self-Reflection and in-depth discussions



3. A Visual reflection tool



4. A classic playing card deck

Who can use the cards?

These cards are intended for use by educators, trainers, facilitators, and group leaders in both formal and non-formal learning contexts.

About the Game:

Game developed as part of the "Roll for Initiative" project.

This project aimed to strengthen the competencies of youth workers and educators in educational game design and its application in youth work, with a specific emphasis on non-formal education approaches.

© The game is developed by:



Eduard Oganyan @not.an.art.st game & graphics design

Project partner organisations:

- TEIS (Hungary)
- Le Lab Lisieux Normandie (France)
- Fundacja Młodzi dla Europy (Poland)
- HYP (Greece)











Vladimer Jikia Questions design







Co-funded by Project supported by Erasmus+ the European Union #2023-3-FR02-KA210-YOU-000175811

Cards 4 **Initiatives**





1. A TOOL FOR GETTING TO KNOW EACH OTHER

Aim: to create a relaxed, inclusive atmosphere and encouraging interaction in new or diverse groups.

These cards are an engaging way to help participants get to know one another, especially at the start of a group activity or training session. The cards contain **questions marked with a Star** that are designed to encourage conversation and help participants to build initial connections. No trust or familiarity between participants is needed beforehand.

Here are several ways (mechanics) to use the **Star Questions** reffectively:

A. Solo draw

Shuffle the deck. Each participant then draws a card and answers the question on it openly, one by one.

B. Group response

One participant draws a card and reads the question aloud. Everyone in the group answers the same question. Then the next participant draws a new card, and the process continues.

C. Directed question

A participant selects someone in the group to answer, then draws a card and asks him the question on it.

D. Question Swap game

Each participant is given a random card. They then find a partner and take turns to ask and answer the questions on their cards. After answering, participants exchange cards and find a new partner to repeat the process. This continues for several rounds, allowing participants to interact with as many people as possible.



2. A TOOL FOR GUIDED SELF-REFLECTION AND IN-DEPTH DISCUSSIONS

Aim: to facilitate deeper conversations that encourage the processing of experiences, self-exploration of personal identity and strengthening of group bonds in an intentional and respectful way.



Cards marked with a hashtag contain deeper, more serious and often sensitive questions, which are designed to encourage meaningful self-reflection or group discussion. These questions are best used in environments where participants feel emotionally safe and supported, such as trusted groups.

As the answers may be highly personal or even triggering, these cards are not recommended for use with newly formed groups or groups that have not yet established trust. To emphasise this, the questions with hashtags are printed in smaller text, making them slightly harder to read and encouraging intentional use.

These questions can be used in a similar way to the 'getting to know each other' activities (variants A, B and C)

When using these questions in a group setting, facilitators should ensure that:

- Clearly communicate the sensitive nature of the questions.
- Ensure informed consent from participants.
- Emphasise that participants are free to skip any question or leave the conversation at any time.

Also the hashtag questions can be used for individual self-reflection. A person can simply draw a card and consider their response privately, either by journaling or reflecting on the question.







3. A VISUAL REFLECTION TOOL



Aim: to express complex feelings non-verbally and then elaborate on them in their own words, making it particularly effective for diverse groups and reflective learning environments.

Each card in the pack has a central picture representing different behaviours, emotions, feelings or attitudes. These visuals can be used as a reflection tool to help participants express themselves creatively and intuitively, particularly following activities or at the conclusion of a learning process.

Like other visual reflection tools, these cards facilitate group and individual reflection in an accessible and engaging way.

Suggested methods for use:

A. Visual selection

Spread all the cards face up and invite participants to choose one (or more) that best reflects how they feel at the end of an activity or day. Participants can then share, one by one, what the card represents to them. This can be done in small groups or with the whole group.

B. Random reflection

Each participant draws a random card and reflects on how it relates, or doesn't relate, to their emotions or experiences. This version encourages improvisation, creativity and deeper emotional exploration.

C. Storytelling with visuals

A participant selects several cards and uses the images to describe their experience of the day or activity. Then the next person does the same. This method supports storytelling, creative thinking and meaningful group sharing.



4. A CLASSIC PLAYING CARD DECK

Aim: to provide a game of cards that can be integrated into a learning experience. This functionality adds an extra layer of flexibility and engagement.



This is a classic playing card game.

As well as their direct educational features, these cards can be used as a standard 54-card deck (including two jokers). This means they can be used for any traditional game or activity that uses a regular deck of cards.

This makes them a versatile addition to any educator's toolkit, facilitating both structured reflection and spontaneous play.

Use the cards for energisers, group division, break-time fun or informal group bonding during longer sessions or training programmes.

In the end this is a creative tool, so feel free to use it in any way you like!

© All games and tools developed as part of the Roll for Initiative project under Erasmus+ are open-source and freely available to the public.

Funded by the European Union. Views and opinions expressed are those of the authors only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the EU nor EACEA can be held responsible for them.



Print and play

Cards 4 Initiatives

<u>Download cards</u> <u>ready to print at the typography studio</u>



Or, you can find ready-to-print A4 cards version below:







































































































