



Ubuntu cards encourage a group to interact, find connections and have fun. The cards are a great tool for limitless reflection through metaphor, but we have also discovered that they offer endless opportunities for group interaction and creative play. Here are a few activities with which we have had success. Try these, but also create your own interactive experiences. After your group has played with them they too will start to come up with variations – which is another powerful teambuilding initiative!

Connections

Common Bond (large group, played with multi-image side)

Give a card to each person in the group. Challenge everyone to pair up and find a matching item on their cards. When they do find a match, have them try to find something else in their lives that they have in common, a common bond. Once they are successful, have them move on to a new person and repeat the activity.

Note: all the cards have a common symbol with every other card... but the group doesn't need to know that.

Fast Find (10-15 participants, played with multi-image side)

The object of this timed activity is to identify the matching images on the cards as quickly as possible as play continues around the circle. Assemble the group in a circle and give a card to each person. Have the group choose who will be the start person (player 1). Start timing the group when player 1 turns right to player 2. Both turn over their cards and search for the common image. Once they successfully identify a match, player 2 turns right to player 3, and then this pair works together to find their matching image. Play continues around the circle in this manner until the last player and the first player find their match. Stop timing. You can try another round to improve your score but be sure to shuffle your cards before the second round.

Blind Find (Any size group, played with multi-image side)

Give a card to each person in the group and ask everyone to find a partner. Tell the group that (on your signal) they should study their own card for 20 seconds. Time can be adjusted based on age and ability of participants. Then, tell participants to hold their cards up next to their heads (at your count) so that their partners can see the card but they cannot. Have them attempt to find the match by looking at their partners' cards and recalling what is on their own. To continue, players trade cards and find someone new to play with.

Partner Blind Find (Any size group in partners, played with the multi-image side)

Ask your group to pair up and give each partner pair an equal amount of cards (10 or more works best), multi-image side down. Direct the pairs to turn over the first card in the pile and study it for 20 seconds. Time can be adjusted based on age and ability of participants. Then, have the pairs remove this card from play, to a place where neither person can see it. On your signal, the pairs turn over their next top card and work together to try to find the matching image from their original card. Once they are successful, they can turn over the next card and continue racing through the pile of cards. Celebrate success!

Championship Find (Large group, played with the multi-image side)

This is a fun, light-hearted, competitive (and noisy) activity. Give each person a card and ask everyone to find a partner. On your signal, have the partners turn over their cards and race to find the matching image. The person who finds the match first wins and takes the opponent's card. The person who lost joins the winner's "team" as an enthusiastic fan and cheerleader. Winners continue to play by finding another undefeated participant to play against, while their growing fan bases cheers them on. Play until one person has all the cards and all the fans. Congratulations!

Symbolic Circles (Any Size Group, played with the multi-image side)

If the group has played with the Ubuntu cards already, this activity will be very quick. If you play this initiative first and the group has never used the cards before, it can be an interesting initiative. Give each person a card and tell them that the object of this activity is to get the group to form one large circle in which each participant's card is linked by a matching image to the participants' cards on their left and right. *The catch here is that all of the cards have a link to every other card, so any formation of a circle is the solution. But the group might not know that...yet.*

Find and Flee (Large Group, played with the multi-image side)

Give a card to each person in the group and direct your large group to divide into circles of 8-12 participants. Instruct everyone to show their cards face up in the middle of the circle (on your count), and as quickly as possible find a match with another card. When players find a match they should swap cards with that person and then step out of the group and quickly step into another group and resume play in their new circle. Only the "finder" leaves the group – the person with whom the finder swapped cards remains. End the game while energy is still high. You can also play with one small group: play until there is one person left in the circle, and celebrate the last person left.