



The Five and a Half Questions Everyone Must Answer Card Game

A Game of Discovery

**ALTERNATE RULES
FOR GROUPS OF 10 OR MORE**

Required Materials:

QA55 game cards

Timer

Dice

Paper

Journals

Pencil

Gameplay Instructions:

1. Divide students into groups of 5.
2. Separate playing cards into 5 categories: Beliefs, Strengths, Weaknesses, Passions, and Brands.
3. Roll dice to choose the first dealer. Highest roll is the first dealer.
4. Place a pile of one category of cards in the middle of the table. Dealer will select one card from this category.
5. The Dealer selects a question from the card, or alternatively, rolls the dice to select the question. Use timer to give the dealer 30 seconds to choose which question he or she will ask.
6. The Dealer reads the selected question out loud to the group. Students have 3 minutes to jot notes or thoughts about their responses. The responses do not have to be in complete sentences.
7. Students share their responses in a brief, roundtable sharing discussion.
8. Save the selected question card for later reference and exchange the pile of cards in the center for the next set of category cards.
9. The Dealer moves to the next person to the left and he or she repeats the process until all five categories have been addressed.
10. After all five category questions and discussions are complete, students write reflections on their responses to the questions.