

Starter Cards

Starter Cards
Instructional Video



Starter cards is a fun and multi-layered mixer offering a facilitator numerous ways to randomly separate large groups into smaller teams. The new teams allow for meaningful conversations and/or games in a more intimate setting.

Depending on the overall group size and the number of cards in play, you might end up with uneven groups or cards that don't seem to fit into a group. Encourage players to be welcoming and creative to ensure everyone finds a group. **Always ensure each player has a Starter Card before you start any grouping techniques.**

ART SIDE – GROUPING TECHNIQUES

Grouping # 1 – Artwork (2-3 minutes)

Group together by the artwork. “Sports theme over here / Music theme over there!”

Alternative: Group so there is one player from each category (baseball, drums, monkey).

Variation: Encourage only nonverbal actions.

Grouping # 2 – Numbers (2-3 minutes)

Group together using the number at the bottom of each card.

“One - ten over here / Eleven - twenty over there!” “Evens over here / Odds over there!”

Grouping # 3 – Color (2-3 minutes)

Group together based on the color of the background squiggle (some of the colors have very subtle differences).

Alternative: Group together where each player in your group has a different colored squiggle (red, orange, yellow, green, blue)

Discussion Opportunity: Talk about what makes rainbows beautiful. Some colors are faded but the rainbow is there!

Grouping # 4 – Left, Right, or Center (2-3 minutes)

Group together based on whether the artwork faces left, right, center, or does not fit with this logic. (Ski jumper looks right / Pizza does not fit)

WORD SIDE – GROUPING TECHNIQUES

Grouping # 1 – Colors

Group together using the 4 font colors: (Red, Blue, Green, Orange) “Blues over here / Greens over there!”

Alternative: Group where players have a different color in each group: (group of 4: Blue, Green, Orange, Red)

Grouping # 2 – Topics

Group together using the 5 topics: (Family, Holidays, Music, Sports, Travel) “Family over here / Holidays over there!”

Alternative: Group where players have a different topic in each group: 7 (group of 4: Family, Holidays, Music, Travel)

Grouping # 3 – Letters

Group together using the 3 letters where each group spells out an animal or an insect: (O-W-L / P-I-G / A-N-T)

Grouping # 4 – Positive Words

Group together using the 11 positive words: (Amazing, Awesome, Excellent, Fabulous, Fantastic, Great, Incredible, Inspiring, Magical, Stellar, Terrific) “Amazing over here / Magical over there!”

Alternative: Group where players have a different word: (group of 3: Amazing, Great, Stellar)

Grouping # 5 – Months

Group together using the 12 months: (January, February, March, April, May, June, July, August, September, October, November, December) “January over here / February over there!”

Alternative: Group where players have a different month: (group of 4: April, May, June, July)

Grouping # 6 – Numbers

Group together using the numbers: (1-10) “Ones over here / Twos over there!”

Alternative: Group where players have a different number: (group of 7 could be: 1, 2, 3, 6, 8, 9, 10)

Grouping # 7 – Animals

Group together using the 11 animals: (Cat, Dog, Dolphin, Eagle, Elephant, Giraffe, Kangaroo, Moose, Raccoon, Sloth, Tiger) “Cats over here / Kangaroos over there!”

Alternative: Group where players have a different animal: (group of 4: Cat, Eagle, Elephant, Sloth)

Grouping # 8 – Emotions

Group together using the 7 emotions: (Amazed, Excited, Happy, Nervous, Relieved, Sad, Surprised) “Amazed over here / Excited over there!”

Alternative: Group where players have a different emotion: (group of 5: Excited, Happy, Nervous, Sad, Surprised)

Grouping # 9 – Shapes

Group together using the 8 shapes: (Cloud, Heart, Lightning Bolt, Plus, Smiley Face, Square, Star, Triangle) “Clouds over here / Hearts over there!”

Alternative: Group where players have a different shape: (group of 4: Star, Square, Plus, Triangle)

Grouping # 10 – Random Things

Group together using the words in the random things section. Each random thing fits into a category with 4 other members. On a side note, there are a few random things that can fit into two categories and could throw off the balance of 5 members in each group. This can become a topic of conversation and an opportunity to problem-solve. For example, Orange can be a color or a fruit.

ART SIDE - GAMES

Game # 1 – Acting Together (5-10 minutes)

Ensure each player has a Starter Card. Show your card to a partner and act out the action together. Exchange cards and find a new partner.

Expanded Play Have all players get in a circle. Players announce the action on their card and the group demonstrates the action. Players move through the middle if they acted out a card more than once, finding a new spot upon returning to the circle.

Game # 2 – Charades (5-10 minutes)

Ensure each player has a Starter Card. Act out the picture on your card and challenge your partner to guess your character correctly. Exchange cards and find a new partner.

Game # 3 – This or That (5-10 minutes)

Ensure each player has a Starter Card. Compare pictures. Choose the one you both like better and act it out. Exchange cards and find a new partner.

Game # 4 – Story Telling (5-10 minutes)

Ensure each player has a Starter Card. Make up and share a 30-second story about the picture on your card. Exchange cards and find a new partner.

Game # 5 – Expanded Acting (5-10 minutes)

Ensure each player has a Starter Card. Challenge players to add something when acting out the artwork: • Speak with a Scottish accent • Present your artwork as if you are a pirate • Pretend you are made of springs when presenting your artwork Exchange cards and find a new partner.

ART SIDE – GROUP GAMES

Organize players into groups using the grouping techniques mentioned on the previous pages or a grouping technique of your own design. Group sizes will depend on the game.

Group Game # 1 – Name and Action (5-10 minutes/8-20 players)

Ensure each player has a Starter Card. Have the group get into a circle.

Round # 1: One at a time, players say their name and perform the action on their starter card.

Round # 2: One at a time, players perform their action while the group shouts their name.

Group Game # 2 – Elevator (5-10 minutes/5-10 players)

Ensure each player has a Starter Card. Players enter an “elevator” displaying the artwork on their card. While in the “elevator,” players select an action from all the cards and exit with high energy portraying the selected artwork

Group Game # 3 – Switch (5-10 minutes/10-100 players)

Ensure each player has a Starter Card. Players gather in a circle and then switch places in the circle based on the artwork.

“All musicians, switch places!”

Group Game # 4 – Skits (15-20 minutes/4-8 players)

Ensure each player has a Starter Card. Challenge players in each group to create and perform a 1-minute skit based on the artwork.

Group Game # 5 – Discovery (15-20 minutes/4-8 players)

Place several Starter Cards face up in the playing area. Players select a card from the options based on their mood, energy, or a story they

would like to share. One at a time, players share their name and the reason behind their selection.

WORD SIDE - GAMES

Game # 1 – Hot Seat (5-10 minutes/7-12 players)

Elect one player in your group to be in the hot seat for 30 seconds. Rotate players. All the other players ask questions in a quickfire format:

• Where were you born? • What was your favorite subject in school? • Who is someone you admire? • What is one of your hobbies?

Game # 2 – Scrabble (3-5 minutes/5-8 players)

Ensure each player has a Starter Card. Once in a group, challenge the players to create as many four-letter words using the letters on the cards.

Game # 3 – Skits (10-20 minutes/5-8 players)

Ensure each player has a Starter Card. Challenge players to create and perform a 1-minute skit using the random things section.

Game # 4 – Four Things (5-10 minutes/7-10 players)

Share four things: • Movies you would watch over and over • Cities you would like to visit • Favorite foods

Game # 5 – Electric Pulse (5-10 minutes/8-15 players)

Have players hold hands in a circle. Elect a player to squeeze the player’s hand on their right. Encourage players to keep the pulse going around the circle.

Alternatives: Add a second pulse. Close eyes.

WORD SIDE – DISCUSSION IDEAS

Ensure each player has a Starter Card and create your desired number of groups. Have the groups get in a circle and share names before beginning the conversation.

Discussion # 1 – Positives (5-10 minutes/5-10 players)

Share a story or a thought relating to the positive word on your Starter Card.

Discussion # 2 – Random (5-10 minutes/5-10 players)

Share a story or a thought relating to the random thing on your Starter Card.

Discussion # 3 – Shapes (5-10 minutes/5-10 players)

Discuss the idea of why the shapes are different sizes or at different angles. Did you notice?

Discussion # 4 – Emotions (5-10 minutes/5-10 players)

Share a story or a thought relating to the emotion on your Starter Card.

Discussion # 5 – Topics (5-10 minutes/5-10 players)

Share a story or a thought relating to the word in the Topics section on your Starter Card.

Discussion # 6 – ?? Topics (5-10 minutes/5-10 players)

Create a topic relevant to your gathering:

• Generate ideas for improving sales • Brainstorm theme ideas for camp • Create a list of theater productions • Generate views on gender equality • Create a collection of behavior management ideas for the 4th grade classroom