



# Ripple Cards Activity Guide

- **Connect**
- **Collaborate**
- **Compete**
- **Create**

Thank you for joining us on this mission to ensure that every child can name a trusted adult. We work toward this mission by facilitating workshops, developing curricula, and creating fun connection tools—like these Ripple Cards—for adults and young people!

Ripple Cards are designed for use in both large-group settings and one-on-one moments. In larger groups such as workshops, classrooms, team meetings, and beyond, Ripple Cards help facilitators divide groups and offer fun ways to prompt discussion, connection, and reflection.

In one-on-one settings, whether that's at the kitchen table, on a plane, or in an office, Ripple Cards can be used to connect, collaborate, compete, create, and have a fun shared experience.

## How Ripple Cards Work

- ◆ Each deck of Ripple Cards has fifty-two unique cards. Each card belongs to one of four thirteen-card mini-decks—flip a card over to see which mini-deck it belongs to:
  - ◇ Make a Splash
  - ◇ Start a Wave
  - ◇ Turn the Tide
  - ◇ Let It Ripple
- ◆ Each mini-deck includes twelve images and one wild card—the yellow energy battery.
- ◆ Ripple Cards feature a central image and have one matching card in the deck (except the four wild cards, which feature the energy battery). Each matching image occurs within the same mini-deck, so it's easy to pair participants even if you are playing with a small number of people.
- ◆ Each card also has a number and letter—the full deck contains two complete alphabets and four sets of numbers 1 to 13.

## Big-Group Breakout Ideas

Deal the deck cards out to the group or ask participants to choose a card. Alternatively, place a card on each group member's desk or chair before they enter the room. Remove cards from the deck as needed to achieve the groupings you want.

1. Split the group in two (twenty-six participants each): ask participants to form two lines in alphabetical order (there are two complete alphabets in the deck).
2. Split the group into four groups (thirteen participants each): ask participants to use the back of their cards to group up by directing, "Make a Splash go to the back right corner, Start a Wave go to the back left corner," and so on.
3. Split the group into thirteen groups (four participants each): ask participants to find all matching numbers OR ask participants to find the cards that have matching color combos in both corners of their cards.
4. Split the group into twenty-six groups or pairs (two participants each): ask the group members to find the person with their matching image OR ask the group members to find the person with their matching letter.

## Large-Group Ripple Activities

### What Am I?

This is a fun game that includes creative questioning and relying on others for help.

1. Count out the same number of cards as you have participants, making sure there is only one yellow energy battery card in the group of cards.
2. While you are standing in a circle with your group, pass the cards one at a time, face up, around the circle; tell them to look and try to memorize each card as they receive it and then pass it to the person on their right. Once all the cards are back to you, hand one face-down card to each person. Then, when everyone has a card, they hold their card up to their forehead so everyone else sees the image but they can't.
3. The person who has the yellow energy battery is the "What Am I? Wizard!" They stand outside the circle and can remove the card from their head.
4. Participants walk around the space asking only YES-or-NO questions with the purpose of discovering what card they have. (Examples: Am I alive? Am I blue? Am I a household item?)
5. Participants can ask only one question of a group member before they move on to the next person. They can go back to a participant, but only after they have asked someone else.

6. If a participant believes they know what they are, they approach the “What Am I? Wizard” and say, “Am I a . . . ?” If they are correct, the Wizard tells them they won and they should keep their card and sit down. If they are wrong, they go back into the space, ask more questions, and try again. They only get two chances to ask the Wizard! If they guess a second time and are wrong, the Wizard takes their card and they sit down.
7. Once everyone is seated, the Wizard counts their cards and all the participants count their cards. If the Wizard wins, they remain the Wizard; if the participants win, the Wizard loses their role and joins the group.
8. You can play as many rounds as your group likes! The more they get to know the cards, the easier the game becomes.

## Story Time

This activity requires creative thinking, collaboration, and storytelling.

1. Lay the cards face up on the ground and ask participants to pick a card that has a letter that is found in their first or last name; then divide them into groups of between four and ten people.
2. Ask the groups to create a story that incorporates all the objects on group members’ cards.
3. The group should lay out the cards in the order the object enters the story.
4. Finally, each group gives their story a title and makes a plan for telling the story to the large group: they can act it out, make it a children’s story, recite it as a poem—anything they like! Everyone in the group should have a role in telling the story.

Facilitator note: Depending on what you are teaching, or your reason for gathering as a group, you can challenge participants to create their story around a theme connected to your purpose or lesson. Examples: a story of growing courage and overcoming a fear or a story of an upstander helping others.

## Alphabet Race

Creative thinking, spelling, and collaboration are required for this activity.

1. Divide the groups into two and give Group 1 all the Make a Splash and Start a Wave cards; give Group 2 all the Turn the Tide and Let It Ripple cards.
2. Explain that the challenge is to use the cards to create as many words as possible in a crossword format (each group will have one full alphabet).
3. The group that can do this with the fewest cards left over wins.
4. This game is ideally played in a “best two out of three” format. In the first round, participants will be figuring out group dynamics and possibilities, but by the second round they will begin to strategize.

Facilitator note: You can give a time limit and assess the two groups' words and leftover cards when time's up. Or you can say that when one group is ready, they can stop the clock and challenge the other group on the spot—this can amp up the excitement because you never know when the other group is going to challenge. A further extension is to “score” based on the numbers on the card, rather than the number of cards. Or you can score by saying the winning team has the highest sum of all the cards used in the crossword wins! Or by saying the winning team has the lowest sum of all the cards left out of the crossword wins!

## Ripple Word Association

This game helps develop creativity, stretches the understanding of relationships between people and/or objects, and encourages thinking under gentle pressure.

Before starting the activity, remove one set of image pairs from the deck, so you have twenty-six cards with no repeat images.

1. Have all players stand at one end of the room. Draw a card, show it to the group, and say the name of the image aloud. (Examples: frog, coffee cup, finish line)
2. Ask participants to name, to themselves, all the things they think of related to that image. For every word they come up with, they take a step forward. They should keep thinking of words until they reach the other side of the room.
3. When all participants have made it to the finish line, show them another card from the deck.

Be on the lookout for players who take extra-large steps. Ask: Are they worried they will run out of ideas?

Follow-up discussion questions: Was it easy or difficult to come up with ideas? Did you feel pressured by the pace of other participants? Did you come up with any associations that surprised you? How did your ideas at the end of your thought strings compare with those at the beginning? Does anyone want to share some of their word associations?

## Creative Matching

This low-pressure “matching” game is a great way to introduce young people who don't know each other. They'll test their creativity, capacity for teamwork, and ability to build on the ideas of others.

Before starting the activity, remove one set of image pairs from the deck, so you have twenty-six cards with no repeat images. (If you have more than twenty-six players, you can split the group in two and use two decks of twenty-six.) Each participant draws a card at random from the shuffled deck of twenty-six. Break the group into pairs—they have to make as many connections as possible between their two cards. Encourage them to be creative! Share out. Was it easy or difficult to make a connection between the two images? How many did they come up with? What other connections can the group come up with for the various image pairs?

# One-on-One Ripple Activities

## Memory Match

Memory and observation skills are tested in this game.

1. Use one mini-deck (for instance, all Start a Wave cards). Remove the wild card (13: energy battery) and lay the rest in rows of four face down on the table.
2. Player 1 gets to flip over two cards; if the objects match, Player 1 takes the two cards and puts the cards in their personal win pile. They then get to go again. If their two flipped cards did not match, it is Player 2's turn.
3. Continue this back-and-forth play until all cards are off the table. Each player then counts their personal win pile. The player with the most cards wins.
4. Once you have played with one mini-deck, add another mini-deck! The more cards, the harder the game and the longer it takes.

## Fast Math

Addition skills and quick thinking help you win this game!

1. Start with a full, shuffled deck, and split the deck in half. Player 1 should get half the deck in a face-down pile and Player 2 should get the other half in a face-down pile.
2. On the count of three, each player flips the card at the top of their pile and places it in the middle of the table. The first person to add the two numbers and say the correct number out loud wins those two cards and places them in their personal win pile.
3. The winner is determined when one of the players runs out of cards. Alternatively, set a timer—when the timer goes off, count the number of cards you each have. The player with the most cards wins!

Note: This game can be played with up to four people—the math gets a little tougher when you add more people, but it's fun!

## Mood and 'Tude Check-In

Ripple Cards can be used in a variety of ways to check in on mood and 'tude:

- o Pick a card that matches your current mood and explain why.
- o Name specific parts of your life and choose a card to represent each. (Examples: mind, body, and spirit or school, home, sports, friendships) Explain why you made the selections you did.

- o Spell your name using the letters on the cards. Then look at the objects the cards string together. What message do you think the Ripple Cards are sending you with this string of objects? Does that message match your mood? Does it reflect your hopes for the future? Does it point to lessons you need to learn?

Note: If you are an adult playing these games/activities with a young person, remember to do the activity with them! Everything you invite them to do, you should model and do too! These Mood and 'Tude Check-Ins are a fun and easy way to break the ice for more important conversations.

## Ripple Card Game

The object of the game is to have the highest score after ten rounds. Up to three players can play with one deck and up to six players with two decks.

### Setup

Shuffle cards and deal each player ten cards. Players should keep their cards face down in front of them and place them in two rows with five cards in each row. Each player then turns face up any three cards they want.

Place the remaining cards in a face-down pile in the center of the table.

Goal: The goal of the game is to match the number of each card in the upper row with the card that is directly below it and create block parties (more info on this in the Scoring section below).

Note: The four yellow cards numbered 13 (energy battery) are wild cards, which means they can be any number the player wants them to be (1 to 13).

### Gameplay

1. The first player takes a card from the center pile. The player can exchange it with one of seven cards that are face down. The card that was exchanged is placed in a personal discard pile—unless you want to use that card to exchange with another face-down card in your hand; if so, this is called “RIPPLING.” Rippling is when you extend your turn by continuing to use the cards you are exchanging.
2. At any point, if the player doesn't want the card they drew from the community pile or exchanged, they place it in their personal discard pile.
3. The next player takes a turn: they can either take a card from the center draw pile or from the other player's discard pile (you cannot take from your own discard pile). If they draw a card and don't want to use it, they put it in their personal discard pile.

4. Play continues until one player has all their cards turned over. This ends the round but the remaining players get one more turn before adding up their points.
5. Once a card is flipped up, it can't be exchanged or moved.

If you get through the whole deck without either player going “out,” that round ends and each player flips all their cards over and adds their points (see Scoring). You never know . . . you might have a wild card hiding in your rows that saves the day!

## Scoring

**Matching Cards:** If you draw a card that has the same number value as a card that is face up in your two rows, replace the card above it or below it; these two cancel each other out and become zero (this is a good thing!).

**Block Party:** If you have two sets of matching numbers that are side by side (wild cards count!), it's called a Block Party, and you can add twenty points to your score that round. Block Parties and Big Block Parties are the only way to score points!

**BIG Block Parties:** If you have three sets of matching cards side by side, add forty points. If you have four sets of matching cards that are side by side, add sixty points! (This is rare!)

Scoring the game:

- ◆ Get matching pairs of cards to stay at zero!
- ◆ Earn points by getting Block Parties. Two sets of matching cards = 20; three sets = 40; four sets = 60 (remember, wild cards can count as matches!)
- ◆ Lose points when one person has flipped up all cards and you still have unmatched cards. After the other person has flipped up their last card, you get one more turn, then you must flip over all cards. Any unmatched pairs count against you—the number value on each card is the number of points you lose. You can have a negative score.
- ◆ Scores often range from -200 up to +200 after ten rounds! But you can score big and lose big each hand, so no one is ever really “out” of the game!

The player with the highest score after ten rounds (or however many you choose to play) is the Champion Rippler!

## **A Final Note**

One of the best things you can do with Ripple Cards is invite young people to make up a game! Yes . . . make it up! With letters, numbers, images, and mini-decks within fifty-two-card decks, the possibilities are endless! You will be amazed by the games your young people come up with—go with it!