GamePlan

Gift Cards

Overview:

Topic Area: Asset Mapping

Deliverables: Asset Map

Length: 30min - 1hr

Players: 3-7

Instructions

Set Up:
Creating Gift Cards
1. Run through the categories listed on the diagram.
2. Ask each person to write down three asset per category that they have to offer on separate cards. Everyone should put their name on their cards.
3. Finally, ask people to take a minute and put one "oddball asset" on the last card (13 cards total)

Gameplay:
1. Go around in a circle starting with the person who has the shortest full name.
2. Each person plays 1 Gift Card in the square which contains the category its asset fits into.
3. Once a Gift Card is played anyone else with a similar asset on a card must put their card on the played Gift Card.
4. One point is scored for playing a Gift Card that no one else has (Unique Asset).
5. Two points are scored by playing a Gift Card that ½ of the people playing also have (Uniting Asset).
6. Wild cards can be played at any point, in any category, and in any relation to any other asset card.
7. Players may discuss/debate whether cards should be played together.
8. Keep score as you go.

Game Board

Connections/ Relationships	Tools/ Resources
Skills/ Knowledge	Interests/ Values

Each square on the game board is a category for assets.

Notes

When creating Gift Cards, have people take a second to reflect on what they may not have realized they had as a resource until someone pointed it out, what they are really excited to learn about, and where they think they may grow.

Discuss your Asset Map after playing, look for resources you think would be particularly useful for the program or things you think are cool. Draw or mark symbols on the Asset Map to represent your discussion (ie: stars, happy faces, etc.).

Take notes on people sharing assets which are assets you want to access and/or develop for yourself. Follow up with them!