

Getting a conversation going in the right direction

Playing cards provide a model for conducting a debrief. They represent the different ways of looking at an event and help to generate responses that can go beyond purely descriptive. You can deal out some cards, explain the concept and give students some thinking time before sharing.

The cards can work in sequence or trust to serendipity and take what you get. The Joker is a wild card, that student can select what aspect they want to share.

Red cards tell the story of what happened. They represent the experience



Diamonds is the gem of the experience. The sparkle that catches your attention, what did you notice? Many sides, what other ways can you see the event? The diamond is valuable, what was the value in the experience?

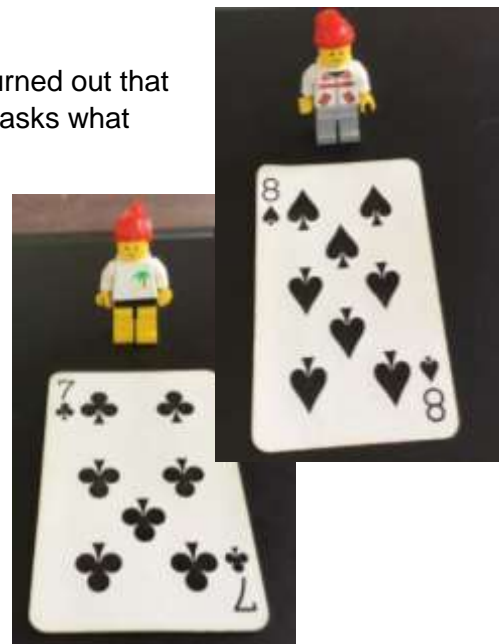


Hearts is the feelings and emotions. What did you feel about the experience, did it remind you of another experience. Similar or different, how intense? Hearts builds the bonds from a shared experience.

Black cards ask about the learning that we can take from what has happened or is happening. They represent growth.

Spades dig deeper and asks the questions of why it turned out that way, caused that response or what we are learning. It asks what other explanations might be possible?

Clubs are the future, how can we move on and take the learning with us? Where else would this work? Can we use the past to build a bigger story bridging into the future?



The Joker is the wild card. They have a choice on which aspect to talk about and share with the group.