



# DARE TO LEARN

A card game to rethink learning in organisations

## HOW TO USE THE DIFFERENT CARDS

This game includes three sets of cards, which can be played separately as three independent game sessions, or one after the other, in one single session. Reflect, Rethink and Act!

At the beginning of the game, deal a Licence to Dare and Learn card for each player.

**REFLECT CARDS** Use as an ice-breaker to create dialogue on learning.

**RETHINK CARDS** Use as a brainstorming tool to spark new ideas.

**ACT CARDS** Use to transform insights into action.



## REFLECT Instructions



Form groups of three to five players.



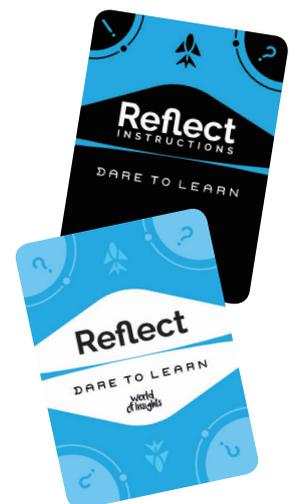
Deal each player three Reflect cards.



The first player chooses one of their Reflect cards and reads the question aloud. Discuss any ideas and insights together and let the conversation flow.



The next person chooses one of their Reflect cards. Repeat the previous step.





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## RETHINK Instructions



Form groups of three to five players.



Write down an insight or idea that has inspired you recently. (1 min)



Deal each player three Rethink cards.



A player starts by sharing their insight or idea. One by one, the other players choose one of their Rethink cards, show it and read it aloud. Discuss and use the Rethink cards to spark new ideas and points of view.



The next player shares their insights. Repeat the previous step.



## ACT Instructions

Place the red Dare cards and green Learn cards face down in separate piles.



Write down an insight you want to take into action. (1 min)



Each player in turn, share the insight you want to take into action.



If you are ready to act, pick up the DARE card.

If you are not ready to take action, pick up the LEARN card.



Each player uses the questions on the card to define an action plan. Share your plans and help each other towards action where possible.

