



Index Card Towers

Turn the Index Card Tower Building Activity into a Community Builder.

Object of the Game: Build the tallest tower possible in the allotted time using cards of things we have in common as building blocks.

- ❑ Determine how many groups you will have (keeping group size to three or four people). Create group markers (numbered pieces of paper, etc) and ask each club member to take a marker when they enter the room.
- ❑ When the meeting begins, have members sit with their group and give each group a stack of index cards and pens/pencils/markers.
- ❑ Set a time limit, usually 5, 10, or 15 minutes. Five minutes will allow you more time to do other things in your meetings. Ten to fifteen minutes will give the groups time to learn more about each other.
- ❑ When time starts, team members will talk and try to find things they have in common. Each time they find something in common, they will write it on an index card.
- ❑ Those index cards will become the building blocks for their tower. The more they talk and discover commonalities, the more “blocks” they will have.
- ❑ When time is up, have groups assess how successful they were in building their tower.

Connections/Reflection Questions:

How easy is it to find things in common when you have a common purpose?

Did you learn something new you have in common with your teammates that you wouldn't have explored without being the game? How can your club build on this to create a sense of community this year?

Brainstorm ways you can build community and a sense of belonging in your club. Choose a couple to implement at each meeting or try new ones each time.

Supplies

Index Cards
Pens/Pencils/Markers
Depending upon group size, strips of paper or post-it notes in 3 or 4 different colors.

