



SUGGESTED EXERCISE NOTES FOR CAL LEADERSHIP PLAYING CARDS

By The Centre for Army Leadership

Background

1. The Leadership Playing Cards have been designed to generate discussion amongst army leaders. It is to provide leader self-awareness, generate diverse thinking and understanding of others within teams. They are a tool to help support informal leader and leadership development.

Suggested Exercise

2. **Exercise – ‘Play Your Leadership Card Right’.** The purpose of this exercise is to get teams discussing the scenarios on the cards with healthy competition generated. It is based on the original game show ‘Play Your Cards Right’ where you have to guess the next card as higher or lower than the one on show.

3. **Group Sizes** – This is best played in two teams (min 3 – max 8) in each team or played on a large scale (Unit Size) using A4 version¹ of the cards.

4. **Teams Composition** – This can be a mixture of ranks to add diverse thinking or can be separate teams of same rank composition to increase the awareness of others ranks thinking and knowledge.

5. **Exercise Setup** – Start by shuffling the cards so the pack is mixed. Lay two rows of 6 cards suit/scenarios face down with the first card then turned over.

6. **Playing the Game** – Decided which team is going first. The first team must discuss the scenario on the card before guessing higher or lower for the next card in their row. The team continues the process until they guess wrong (higher or lower). The turn is handed over to the other team who completes the same process. The winner of the game is the team that gets to the end of their row first. At the start of the game, the teams can swop their first card only for another card. This can only be swopped once.

7. **Rules** – The decision and control of the discussion is with the Quiz Master. The Quiz Master must ensure that each member is involved in the discussion, that all personnel has a voice and is heard. Remember there is no answers given on the scenarios, so it will be an open discussion.

8. **Follow Up.** At the end of the game, each group can talk through their thought process for any of the cards they encountered. The Quiz Master might want to get the option of the other teams to see if they would of answered or approached the card in the same manner. Hopefully it will become clear that all individuals and teams are thinking along the same lines.

¹ A4 version can be printed off the original pack held on the AKX.