

In the early 1970s, Dr. Greenspan said it was our relationships and our ability to think and communicate that allows us to develop into successful, adaptable and self-aware adults. Meaningful interactions and social experiences we have throughout our lives drive that growth. Unfortunately, we, as a community, seem to be having less and less of these meaningful conversations. It's time to put down the phones, pick up the cards, and have fun, personal, and meaningful conversations. Remember, the conversation itself is the goal. Having a fun conversation builds a relationship. Conversing about our opinions, wants and feelings help us become more self-aware and analytical. Reflecting on and organizing our ideas helps us become higher-order thinkers. Cards for humanity is a game of higher-level thinking, building relationships and communicating.

# Cards FOR Humanity™

by Jake Greenspan

## Cards For Humanity™

A game of meaningful conversations, building relationships, and higher-level thinking  
Rules: The goal of Cards For Humanity™ is to enjoy getting to know one another while answering some fun and some meaningful questions. Try NOT to simply ask questions in a formulaic way and tone. If a conversation follows from a question, then indulge it. Ask follow up questions if you want. See how far you can take it, without taking over the conversation and without teaching or lecturing.

1. Before you ask a question share the point value with the other player to help motivate them to answer it.
2. Follow the point totals on the card. You can't exceed the max allowed points, even if you give many "why" answers.
3. Keep track of the points accrued throughout the game
4. Play for a period of time, or until someone reaches a point total, like 100 points.
5. Answers must be personally meaningful. They must include opinions and details.a. For example, no saying "because I like it," or "because it's fun."
6. If you can't answer, then you can pass to the next card. You get three passes per game.a. If you've already used all three passes and can't answer a question, then you lose 1 point for each unanswered question.
7. You're not allowed to say, "I don't Know." If you do you lose 1 pt.
8. You're not allowed to lecture if you hear an answer you don't personally like. If you do you lose 1 pt.
9. If you give gross or personally offensive answers after someone tells you it bothers them, then you lose a point.
10. If the person asking the question thinks they have a better answer than the one given, then they can try to steal the point by giving their own answer.
11. If you can expand the conversation around the other person's answers, then you get "super-secret" extra points.
12. If more than 2 people are playing you can choose who you want to ask the question to but you can't ask the same person a question 2 times in a row.



- (1) Would you  
rather always be 10  
minutes late or  
always be 20  
minutes early?
- (2) Can you give 2  
reasons why?

(2) What are your favorite things to do with family? List 2-3 things.

(1-3) Why? Give up to 3 reasons.

- (1) What superpower do you want to have?
- (1-3) Give up to 3 reasons why?
- (3) Compare those reasons from most important to least and explain why you chose that order.

(1) What is something  
you taught or showed  
someone how to do?

(2) How did you feel  
when you helped  
them?

(3) What rules would you change at school, i.e. how could you make the school a better, more fun, or positive place? Why would you change those rules?

(2) When was the last  
time you were really  
mad?

(1-3) Why? Give up to 3  
reasons.

.

(2) If you could change anything in the world, what would you change?

(3) Why would you change it? Give at least 3 reasons.

(3) How would you change it?



(3) When was the last  
time you tried  
something new, going  
to a new place, a new  
activity, a new food, et  
cetera?  
What was it, and how  
did it go?



(3) If animals could talk,  
which would be the  
funniest and which  
would be the meanest?

Explain why you made  
those choices.



(2) How would you  
describe yourself?

Loud, quiet, in  
between, or something  
else, and why?