



House of Cards

Description

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Help your students practice personal accountability while building a house of cards.

Supplies

- Deck of cards

How to Play

1. Students take turns building a house of cards.
2. The goal of this game is to build the house as tall as possible.
3. Remind the students that it's ok if the house falls down because we will work together to start building it up again!
4. Choose one student to start the house, bending the card if necessary. This can continue and go around the circle with a new student adding in.
5. As students build the house of cards (or knock it down) ask if any of them want to share what they did to either make the house taller or stronger or what they might have done to contribute to it falling down.

Activity Prompts for Reflection

- Was it difficult to admit to a mistake you made, why or why not?
- Was it difficult to admit to a good choice you made, why or why not?
- What are some good choices you made as a team player during this activity?
- Share any choices you made that led to the outcome of this activity.

Other Ways to Play

- If building a house out of cards is too difficult, allow the group to use Jenga blocks or dominoes.
- After each student adds to the house of cards, have students support them with snaps or claps.
- Challenge students by only allowing them to use one hand when adding to the house of cards.

Additional Notes

- Use the [SEL Activity Prompts](#) to tie other SEL competencies to this activity.
- Challenge students by having them take responsibility for any choices they made throughout the day, instead of just in building the house of cards.
- If you have a larger group, divide them into two smaller groups to ensure that everyone gets multiple turns adding to the house of cards.

Category

1. Activities
2. Responsible Decision-Making

Sel-competency

1. Responsible Decision-Making

Allotted-time

1. 15-20 minutes

Themes

1. General