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10 Ways to Use FINE LINE

Nate Folan and Friends



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dear
adam
lllll



FINE LINE is a hand-illustrated deck of 52 playing cards in 4 suits (plus 2 jokers and 2 bookend cards) that is also a puzzle and an artwork. Each card features a picture or phrase that communicates the card's value (ten, jack, queen, etc.) in a new and surprising way. Cards in the same style make up each suit.

As beautiful for the mind as for the senses, FINE LINE is an intriguing objet d'art, and also – once its mystery has been unraveled – a functional deck of playing cards that can be used for any standard card game.

10 Ways to Use FINE LINE is a collection of 10 activities offered by Nate Folan in collaboration with Dear Adam and Chad Littlefield. It is intended to demonstrate the value and versatility of FINE LINE as a facilitation tool that develops critical communication and collaboration skills necessary for individual and group effectiveness. A more substantial FINE LINE activity guide is in the works – stay tuned!

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ACTIVITIES

THE PUZZLE

The original concept, a coffee table conversation piece and puzzle, makes for a wonderful arrival or “unofficial start” activity. Shuffle one deck of FINE LINE cards and place them in a location central to the group (e.g. on the floor, ground, table, etc.) Explain that the cards are in some way connected like a puzzle. Invite the group to solve the puzzle by piecing together the mystery hidden in each card and associated connections. Observe your group and note their progress. Offer questions, hints, or tips only as needed.

FINE LINE SORT

The flagship activity that will challenge most any group. Shuffle one suit of FINE LINE cards. Include jokers for fun. Hand one or more cards to each person until they are evenly distributed among the group. Some people may have more cards than others. Explain that cards may not be traded or shown to anyone else at any time. Participants may however talk about and describe what’s depicted on their card to others. The goal is to put the cards in the correct order.

Notes:

- Playing with one suit offers a moderate challenge – typically, 20-30 minutes to solve.
- The “words” suit is typically the easiest for groups to figure out, followed by the “object” or “nature” suit. The “religious/spiritual” suit is often most difficult.
- One of the most challenging variations is to play with the entire deck – typically, 45-90 minutes to solve with plenty to talk about after.

ICEBREAKER

FINE LINE’s beautiful aesthetics invite us to connect more personally to the imagery. Spread the cards, image side up, in a location central to the group. Invite each person in the group to choose and share a card that represents:

- Their energy or disposition
- Themselves
- Something they value
- Something they are looking forward to
- A hope and fear

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THREE CARD SWAP

(aka THAT PERSON OVER THERE and NAME CARD EXCHANGE)

A way to get to know one another while practicing communication skills. Spread FINE LINE cards, image side up, in a location central to the group. Invite each group member to pick 3 cards that best describe who they are. Once everyone has 3 cards, have them to mingle, greet another person, and share why they choose each of the 3 cards. Once each person shares, have them swap cards. Each person then greets another person, states whose cards they have, and shares why that person chose those cards. Swap cards again and repeat. Greet at least 3 people and swap cards each time. To wrap up, regroup and ask each person to state whose cards they currently have and share the story about each card, which is likely to be a bit different than the original. For larger groups, have everyone return to the cards they currently have to the rightful owner, sharing the story they know about the cards, which again may or may not be accurate.

QUALITY QUESTIONS

(aka TWENTY QUESTIONS)

An activity that inspires curiosity while increasing the ability to ask quality questions. Divide your group into pairs. Hand each person a FINE LINE card and ask them not to show it to their partner. Players attempt to guess the item on their partner's card before their partner guesses theirs. To do so, players may only ask their partners "yes" and "no" questions. Encourage participants to ask quality questions. If players are familiar with FINE LINE cards, challenge them to guess their partner's card in the fewest questions possible.

LINE UPS

An introductory group challenge where people learn about each other. Hand each person one card. Invite the group to line up in a specific order based on the prompts below. Have the group communicate in a variety of ways – verbally, non-verbally, showing cards, without showing cards, etc. The order may depend on how the group defines each card. For an added twist, time each attempt to increase energy and motivation.

- Size of object or concept depicted on the card
- Numerical value represented on the card
- Alphabetically based on the word of the picture or words on the card
- Alphabetically based on the word of numerical value represented on the card

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- Importance of the picture or words on the cards to the group
- Ascending numerical order according to the total number of letters of the number depicted on the card
- Ascending numerical order based on the total number of letters of the name of the picture or words
- Most commonly known to least commonly known

FINE LINE SHUFFLE

An intermediate group challenge to get people moving and working together. Shuffle a deck of FINE LINE cards. Count out one card for each person in the group. The cards, one for each person in the group, will be thrown into the air (the group is encouraged to cheer). Once the last card lands, the goal is for the group to pick up the cards (however they see fit) and attempt to form a circle, each person holding one card, in ascending order in the shortest time possible. Time starts, when the last card lands on the ground or floor. Time stops when anyone in the group yells, “stop”. 10 seconds will be added to the time for any card out of order. Repeat 3-5 trials with planning in between each attempt. Use the same cards or different cards each trial. Record the results of each round and encourage goal setting.

BREATHLESS PUZZLE

A group challenge that inspires observation and support. Spread one “suit” of FINE LINE cards face down in a rope boundary with a 30-foot perimeter. The goal is to flip the cards upright in ascending order (from one to king). To do so, one person is allowed in the boundary at a time. This person must take one breath and hold it upon entering the boundary. Once in the boundary, this player attempts to flip cards in the correct order while continuing to hold their breath. Each time a card is flipped correctly, another card may be flipped. If a card is flipped out of order all cards flipped face-up must be flipped face down. Cards may not move from their general starting location. New attempts may be made for as long as the participant in the boundary can hold their one breath. Participants must leave the boundary just before they are out of breath. A new player may enter once the boundary is clear. It may be beneficial for the group to strategize in between attempts, especially early on. Try playing with a few suits or the entire deck. The challenge increases with each added suit.

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CHARADES RELAY

A subtle twist on an old favorite. Create teams of 3-5 people. Have each team sit or stand behind a start line. Place one deck of FINE LINE cards 30 feet away from the start line. On a start signal, one member from each team runs to the deck, draws a card, looks at it, and leaves it on the floor in a discard pile. They then run back to their team and act out the image or phrase on the card. Once a team guesses the picture or word correctly, a new member from that team leaves to get a new card. Each team attempts to correctly guess as many cards as possible in 2 minutes. Play three 2-minute rounds.

REFLECTION

Similar to the icebreaker described above, FINE LINE's unique images and style invite great potential for reflection and processing an experience. Spread the cards, image side up, in a location central to the group. Invite each person in the group to choose and share a card that represents:

- Their energy or disposition (now after an experience or event)
- A moment to remember
- How the group worked together (or not)
- A key learning
- A metaphor or analogy that captures the journey



Collaborators

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adam
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DEAR ADAM

At Dear Adam, we make beautiful objects that inspire sociability, thought and amusement. We hope our products bring you as much joy as they bring us.

Based in Brooklyn, New York, Dear Adam is a collaboration between designer Adam Farbiarz and artist Adam Thompson. Adam and Adam are dear old friends.

dearadamobjects.com



WE!™

Connecting people to people, and people to ideas is our passion. We believe that when groups build relationships and people skills, they function more effectively than teams that don't. We design, develop, and deliver experiential training and development programs that build the relationships and skills necessary to work better together. Abstract ideas like communication, collaboration, trust, conflict, etc. become concrete in our programs. This allows people to apply what they learn to their work the very next day.

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NATE FOLAN

TRAINER | AUTHOR | CONSULTANT



Playful, authentic, and inspiring, Nate Folan engages people in interactive learning experiences that are both personally and professionally fulfilling.

NATE FOLAN CONSULTING



Nate Folan Consulting listens intently to the goals of individuals, schools, and organizations, then works collaboratively to provide the following services:

WORKSHOPS & TRAININGS | TEAM & LEADERSHIP DEVELOPMENT |
PROGRAM & CURRICULUM DESIGN | COACHING & CONSULTATION

THE HUNDREDTH MONKEY

ACTIVITIES THAT INSPIRE PLAYFUL LEARNING



The Hundredth Monkey is the newest activity book written by Nate Folan & Friends and published with Project Adventure (PA). It's brimming with versatile icebreakers, energizers, group games, and team-building activities that inspire playful learning.

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NATE FOLAN

TRAINER | AUTHOR | CONSULTANT



Nate is an inspired experiential trainer, group facilitator, and author.

He was a senior trainer with Project Adventure Inc. (USA) for nearly 10 years before starting his own training and consulting business in 2016. During these years, he delivered hundreds of custom and open enrolment adventure programming workshops. Prior to this tenure, he also worked as a Wilderness Therapy Guide, Ski & Snowboard School Supervisor, and Volunteer Search and Rescue.

In 2012, Project Adventure published Nate's first activity book called *The Hundredth Monkey*, filled with 100+ playful group activities that inspire playful learning with a particular focus on physical, social, and emotional learning.

Nate believes that playful moments, authentic relationships, and a growth mindset enrich the lives of individuals and groups. He enthusiastically engages people in interactive learning experiences that are both personally and professionally fulfilling.

Nate is often engaged to provide fun, interactive programs for corporate, educational, and non-profit organizations. His expertise includes:

- Training of adventure programming, adventure-based counselling, experiential group facilitation, debriefing, and technical skills on a challenge course.
- Custom interactive team and leadership development programs; and
- General conference sessions at many state, national and international conferences.

With years of experience, delivering a variety of trainings in thirty states (USA) and three countries, Nate also contributes value as a thought partner and active author towards the ongoing development of playmeo.com – an innovative online activity database.

Nate's value and versatility is demonstrated through effective trainings that are intentionally designed, responsively relevant, and remarkably engaging; ultimately making a difference in the lives and performance of a variety of groups.

More at natefolan.com

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