



## Spot It Cards: Teambuilding Activities & Games

The unique feature of Spot It cards is the fact that any two cards from a set will have one matching image. There is an original set (pictured above) and other themed sets like *Spot It Sports*, *Spot It Hip* and *Spot It Camping* to name a few. (Find them on Amazon.) Here are some teambuilders and (lightly) competitive games you can play using any Spot It Cards. Any set plays well with 8 to 24 (or more) participants – each activity specifies numbers.

**Spot It Stories** (Teambuilding Icebreaker): You can play this one with up to 48 participants. Each person picks up a card and pairs up with someone else (you can pair them up at first or let them pair up). Pairs show each other their cards. The first person to call out the matching image gets a high-five from the other person. Then, each person is challenged to come up with a short personal life story related to the image. If someone can't come up with a story they simply say "I got nothin!" Then, the paired people switch Spot It Cards and go off to find a new partner to pair up with – someone they haven't storied with. Repeat – find the match, tell their stories and switch cards. This one plays well for up to five minutes.

**Spot It Challenge** (Game): There will be an overall winner in this one. You can also play this one with 48 participants (but it takes a little longer). After everyone knows how the cards work – each pair of cards has one matching image – explain the game. People pair up with someone and then, like Rock-Paper-Scissors, they go "1, 2, 3 Shoot!" Both cards are revealed so both players can see them. The first person of the pair to call out the correct match wins the card and the person. So, the card won goes on top of the victor's other card(s) to be used in the next challenge. The person now becomes the victor's biggest fan. S/he follows the victor around and cheers as he/she takes on other challengers. All cards and fans go to the victors. In the end, two people will face off in front of their screaming fans. One will end up the Spot It Challenge Champion. (If there is a tie – no card(s) or fans are given up. Each person goes off to challenge someone else.)

**Spot It Racing** (Teambuilding and/or Game): Circle up a group of 8 to 10 participants (divide a larger group into these smaller groups). Each person needs a card and an understanding of how the cards work – each pair has a matching image. Assign one person in the/each small group to start this timed activity. On "GO!" (time begins) the starting (first) person turns to the person on his/her left (second person) – these two people turn over their cards. When the match is found and called out (loudly) the second person turns to the third person, who just turned over his/her card to compare it with the second person. When the match is called out the third person turns to the fourth person and so on all the way around the circle (cards stay turned over until each person's specific turn in order around the circle). The last person compares cards with the first person. When this last match is called, the time stops. (If there are multiple groups of the same size, you could hold a little friendly competition between groups – first team to call the last match wins.)

**Spot It Team Challenge** (Teambuilding and Game): This one works well with 12 to 24 participants divided up into at least three and no more than four different teams. Everyone gets a card. All the extras are scattered out on top of a table or can be held by the facilitator. After everyone knows how the cards work when paired (so, maybe you've played one of the others above) you're ready. Team members will not challenge their own team members (so, be sure team members know each other). Team members go off to challenge other team's members (1, 2, 3, Shoot!). A card won is collected by the winner – the won card goes on top of the winner's pile. If someone is out of cards he/she goes to pick up another card from the extras (until they are gone). When all the extras are gone, team member can (may or may not) share cards from their own pile with their team members. (This is where the teambuilding comes in – what will be the best strategy for each team to gain more cards?) Stop play after five or six minutes. The team with the most cards collected wins the game.