

# Connection Reflection

MonkeyKitty Publishing



## What is Connection Reflection?

Connection Reflection is a deck of cards that can be used for six different activities, all designed to elicit discussion.

There are four different versions of Connection Reflection.



This family-friendly version is designed for any and all age groups.



This version includes content designed for those 18 and older.



This version includes content designed for those 8 and older. The content is focused on issues facing older kids, teens, and adults.



This version includes content designed for those 5 and older. The content is focused on issues facing younger children.

## Decks

Connection Reflection comes with two decks of cards.



The ? deck includes a unique question on each card with a blank to fill in an action. Some cards include follow-up questions like “Why?” or “Why not?”



The ! deck includes a unique action on each card.

## Activities

### Activity 1: Reflection

Player 1 draws a card from the ? deck and a card from the ! deck and answers the question by filling in the question blank with the action. Repeat in a clockwise direction. There is no winner for this game; it is designed to prompt discussion. (Discussion Activity)

### Activity 2: Connection

Each player starts with two cards from the ! deck. Player 1 draws a card from the ? deck and matches it with one of their two ! cards, sharing both cards with the group. All other players have to answer the question by filling in the question blank with the action. Player 1 awards the ? card to the player with the best answer. Repeat in a clockwise direction, making sure to draw a new ! card each turn. The first player to get 7 ? cards wins. (Competitive Activity)

### Activity 3: Anything Goes

Player 1 draws a card from the ? deck and makes up an action to fill in the blank (ex. holding a snake, singing karaoke, etc.). All other players have to answer the question with the action Player 1 described. Player 1 awards the ? card to the player with the best answer. Repeat in a clockwise direction, making sure each player draws a new card from the ? deck and makes up their own unique action during their turn. The first player to get 7 ? cards wins. (Competitive Activity)

### Activity 4: Action 360

This activity requires only one action that will be used throughout the course of the discussion. There are three different ways to select this action: 1) draw a random card from the ! deck, 2) select a specific card from the ! deck, or 3) make up an action of your choosing. Player 1 draws a question card to apply to the action on the ! card or the made-up action. Each member of the group answers the question with that action. Then, Player 2 draws another question card, and everyone in the group answers that question applying the same action as before. Repeat as many times as the conversation warrants to gain various perspectives and depth on only one specific action. (Discussion Activity)

### Activity 5: On the Spot

This activity only requires cards from the ! deck. Player 1 flips one over an ! card and makes up any question to apply to that action. One variation of the activity is for Player 1 to ask just one person to answer the question. Another variation is for Player 1 to ask everyone in the group to answer.

Repeat by having subsequent players flip over a new ! card and make up any question to apply to that action when it is their turn. (Discussion Activity)

#### Activity 6: Punch Line

Player 1 draws a card from the ? deck and a card from the ! deck and reads the question out loud by filling in the blank with the action. Instead of sharing a personal opinion, each player needs to answer the question with a witty response like a punch line to a joke. Repeat in a clockwise direction. Either the player whose turn it is can select the best response each round and award the ? card to that player or the activity can just be an opportunity to be silly. (Discussion Activity)