

Play your best card: An interactive game that prompts conversation

BACKGROUND	<p>Play Your Best Card is an interactive, team-based card game that encourages rangatahi (young people) to have conversations on a variety of topics relevant to them. It prompts discussion about a range of situations to encourage problem solving and critical thinking.</p>
KNOWLEDGE	<p>Young people hold the skills and knowledge to deal with challenges themselves, and these problem-solving skills can be practiced in a safe environment.</p> <p>Rangatahi will understand how different situations can impact personal wellbeing.</p>
ATTITUDE	<p>Young people will explore different problem-solving techniques through conversation in a peer group environment.</p> <p>By practicing problem solving and critical thinking techniques in a safe atmosphere, young people will be better equipped to respond to challenges in real-world situations.</p>
SKILL	<p>To feel confident facilitating the PYBC game in a group setting and know how to adapt the game to suit different situations.</p>
NEW ZEALAND CURRICULUM	<p>Play Your Best Card meets all five key competencies in the national curriculum.</p> <ul style="list-style-type: none">• Thinking• Using language, symbols, and texts• Managing self• Relating to others• Participating and contributing. <p>More information on the NZC can be found in the link section at the end of this document.</p>
KEY POINTS	<ul style="list-style-type: none">• The facilitator leads the conversation around the activities with curiosity and openness. It is highly adaptable and flexible to use within different situations.• It can be used with any number of young people and is highly adaptable.• PYBC encourages conversation about issues and scenarios that young people have experienced in the past or may experience in the future. It provides space for participants to set the scene of situations that they want to explore and discuss.• It inspires critical thinking so rangatahi can explore practical ways of responding to situations, both good and bad. Participants discuss several outcomes to a single scenario and judge the effectiveness of different actions.• PYBC helps young people understand their personal values and build confidence around what these mean for their decisions.• Raises awareness of youth organisations that they can reach out to when they need help. Knowing the available organisations in your area is useful to raise awareness and bring these into the discussion.

Useful links:

- 1) This resource [has nine suggestions on how to adapt PYBC for different conversations and group sizes.](#)
- 2) [Order the resource here](#)
- 3) Find more information on how to play (including a video), curriculum links, additional ways to adapt the game and evaluations, [here](#).
- 4) [Guide to youth services](#)
- 5) New Zealand Curriculum competencies: [NZ Curriculum Web.pdf](#)