

# Card Towers Together (Levels C & D)

# PLAY

**Promote teamwork, resilience, and reflection through a hands-on challenge that requires focus, communication, and encouragement.**



## Learning Intentions

Students aim to develop fine motor skills and hand-eye coordination.

Encourage patience, persistence, and problem-solving.

Foster teamwork, cooperation, and reflection.



## Success Criteria

Students collaborate respectfully to build a tower.

Students encourage and support each other when the tower falls.

Students share reflections on teamwork and their feelings about the challenge.



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**Duration:** 5 minutes

## **Objective:**

Promote teamwork, resilience, and reflection through a hands-on challenge that requires focus, communication, and encouragement.

## **Gameplay:**

- Students work in pairs or small groups with a deck of cards.
- Their goal is to build the tallest card tower possible in 5 minutes.
- If the tower falls, they must encourage each other and rebuild, discuss the importance of resilience here.
- Staff model encouraging language and positive body language.
- At the end, groups share how they felt during the challenge and what they learned about working as a team.
- Allow students to build their card towers leaning against a wall if you wish to make the activity easier.

## **Debrief:**

Discuss teamwork, patience, and how challenges can make us stronger.

### **Prompts:**

- "How did it feel when the tower fell?"
- "What helped your group keep trying?"
- "How did your group show encouragement to each other?"

## **Variations**

### **Children's Edition:**

- Allow students to decorate cards before the game for added creativity.
- Add a cooperative twist: groups join their towers together to make one "super tower."

### **Fitness Edition:**

- After the tower falls, groups complete a short movement challenge (e.g., 5 star jumps, stretches) before rebuilding.

### **Teamwork Edition:**

- Run as a relay: one student places a card, then tags the next teammate.
- Focuses on turn-taking and patience.



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## For Wheelchair Users / Accessibility

- Ensure towers are built on a stable, reachable surface (tables at the right height).
- Offer card holders or thicker cards for easier grip.
- Encourage peers to adapt roles so everyone participates (e.g., one holds, one places).

## Notes for Inclusion

- Allow both verbal and non-verbal encouragement (thumbs up, clapping, smiling).
- Provide extra time for groups who need it.
- Celebrate effort and persistence, not just tower height.
- Encourage peer modelling of patience and supportive behaviour.

## Additional Notes:

Card Towers Together is a calm yet engaging challenge. It develops persistence, teamwork, and reflection while allowing space for fun and creativity. It is suitable for all ability levels and can be easily adapted to ensure every student feels included and successful.

