

The Situation

Introduction

This “apples to apples” style game is a fun way for students to learn more about college life and appropriate responses to a variety of situations they may encounter.

Materials

- Situation and Response Card deck for each group. *The printable cards created by CFES Brilliant Pathways are formatted for 3" x 4" cardstock name badge inserts, and should be printed using two-sided print settings.*

Instructions

- Give each group of 5-6 players a set of Situation and Response Cards.
- Within each group, every player should draw 6 Response Cards.
- The person on the right of the dealer is the first judge. The judge will draw a card from the Situation Card pile and read it out loud to the group. The judge will not play a Response Card during the round he or she is judging.
- Players should look at their Response Cards and pick the card they think is the best response to the situation played.
- The judge will then pick the Response Card they think best fits the situation, and explains why they think that is the best response. If none of the responses were suitable, the judge may choose to pick a response that is funny, as long as they explain what a better response would be in real life.
- The player who played the winning response is awarded the Situation Card. All other cards should be placed in the discard pile.
- The person on the right of the judge from the previous round is the judge for the next round.
- Repeat the above steps, until all Situation Cards have been played, or until time is up. The player who has collected the most Situation Cards wins!

Tip for facilitators or mentors participating in the game: when discussing the winning response in each round, share details about services and resources that are generally available to college students, or share how you appropriately dealt with a similar situation in college.

Reflecting & Connecting Points

- This activity helps to jumpstart a conversation about the various aspects of college life and students' feelings about them. This game is a good gateway for students to discuss fears, excitement, and worries about college, aside from some of the academic stress they may be facing.
- Ask students to continually think about how the Essential Skills (leadership, teamwork, agility, goal setting, networking, perseverance) can be used to help them navigate uncertain college life situations and/or enhance the college life environment.