



OVERVIEW

Play the Abilities to Agilities card game and learn more about the Agilities, which are the work activities common to every job. Make your best pitch or act out a scene to deepen your understanding of how the Agilities play out in the world around us. Then leverage your knowledge to plan for your future!

***See the 10 Agilities at
Work by Pitching or Acting
out Real World Scenarios***

BEST FIT

Play the games after students have taken the AWP. Once introduced, this game can be played to fill open time.

GRADE LEVELS

Any grade level

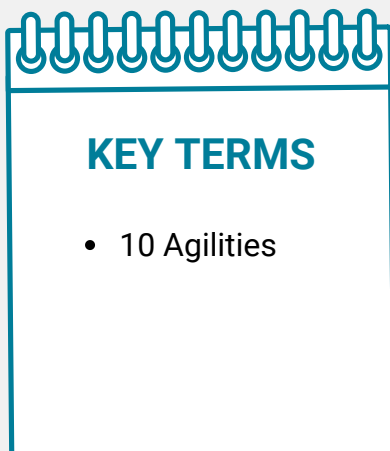
TIME

Varies



GOALS

- I can understand that every day problems can be solved with Agilities.
- I can apply Agility language to real life situations.



BEFORE ACTIVITY PREPARATION

- Determine which game(s) you want to play. (See the specific options in the slide deck referenced below or on page 2 of this facilitation guide)

RESOURCES NEEDED

- [Abilities to Agilities Slide Deck](#) PDF
- or [Abilities to Agilities Google Slides](#)
- or [Abilities to Agilities PowerPoint](#)
- [Leveraging Your Agilities One-Pager](#)



GAME INSTRUCTIONS

Pitch Your Agilities

Version 1: Top Agility (Facilitated by Coach; Best used as warm up or with small groups.)

Taking turns, each player picks a scenario from the “Pick a Scenario!” slide. Player has 1 minute to think about how they would use their top Agility to solve for the scenario and pitch to the rest of the players.

Version 2: Random Agility

An Agility will be chosen at random for the player. Player has 1 minute to think about how they would use the selected Agility to solve for the scenario and pitch to the rest of the players.

Version 3: Win the Round (Minimum two players per team and two teams.)

Group players into teams. (Teams will change each round.) Each team is assigned an Agility. Facilitator chooses a scenario. Team playing virtually take a picture of the scenario. Teams go into breakout rooms and are given 3 minutes to discuss how they would use their chosen Agility to solve for the scenario. Each team chooses a spokesperson or the team has 30 seconds to pitch their Agility and solution. Teams vote on who does the best job. The team with the most votes wins the round and gets a point.

Version 4: Play for Points (Minimum two players per team and two teams.)

Same instructions for Version 3, except that facilitator assigns players to teams and they stay in the same team throughout. Teams compete for the most points.

Act Your Agilities (Minimum two players per team and two teams.)

Each team chooses or is assigned an Agility and chooses a different scenario. Your team has 3 minutes in a breakout room to discuss how you would use the chosen Agility to solve for the scenario. Come back as a group. Your team has one minute to act out a scene using the Agility to solve the scenario. Teams vote on who does the best job. The team with the most votes wins the round and gets a point.



TIPS FOR SUCCESS

- Have fun! Use this as a fun way of engaging students in critical thinking around the Agilities.
- Encourage students to be creative in applying each of the Agilities to each scenario.
- Review the example provided in the slides for using all 10 Agilities to solve a scenario.
- Have 10 students play version 2 and show how one scenario can be solved by all 10 Agilities.
- Encourage active debate on the nuances of how the Agilities are different, with special attention to calling out unique characteristics or clarifying when one might be better than another.
- Depending on available time, can play the game as a group or split students into teams.