



SCOUTS



EXPLORERS



network



Trading Post

Time

60-120 mins



Resources

- Large room
- Value cards

Outcome

Can be used for evaluating programme ideas, & discussing values.

Using your own trading cards, this activity encourages participants to think about and discuss their values, programme preferences or ideas.

First of all, you will need to prepare some cards in advance. Make sure you have enough cards so that every participant can have eight. There can be duplicates, but there should be at least 20 different cards.

Cards can be tailored to whatever you would like to discuss with your group. If you wish to include programme evaluation or planning, make sure your cards contain a wide range of activities covering all programme zones or development areas. For values, make sure that the cards contain values, for example deeply rooted beliefs, such as “most people cannot be trusted” or “humans should, in every way live in complete harmony with nature.” Try to ensure that each programme idea/value you note down could be actively supported by at least one of the participants.

To play, make sure everybody receives eight cards. Ask participants to “upgrade” the cards through trading – that is, exchange cards they have on their cards with cards they prefer. There is no obligation to trade 1:1; the only rule is that nobody should end up with less than two cards.

Once trading has stopped, ask participants to get together in groups with others who have chosen similar cards.

For a discussion about values, young people should discuss what it is they have in common. If you like, you could also ask them to focus on where these values came from and why they hold similar values.

Then ask them to pair up with someone who holds values that are very different from theirs. Each duo should try to formulate values they can both agree on, based on what they have on their cards. Although participants might be tempted to simply find compromises by finding abstract or very broad statements, motivate them to be as concrete as possible.



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With the whole group, hold an evaluation meeting.



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If you are using the trading cards activity for programme evaluation/planning, groups should be prepared to explain to the wider forum why they like or dislike the activities they have or have not chosen, and why they should or shouldn't be included in the upcoming programme.



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It is important that the outcome of the discussions be used to good effect, for example to generate a code of conduct, or incorporate ideas into future programme, etc.

The time needed to complete this activity will vary, but for guidance an estimated one to two hours should be set aside (approximately 10 minutes to explain the exercise, 20 minutes of trading, between 20 and 60 minutes of compromising, and another 30 minutes for the debrief).



Variations, which will require more time, are also possible (e.g. leaving more time and room for the negotiation part).