

Ready. Set. GROW!



A GROWTH MINDSET IS THE WAY TO GO!

S.T.O.R.M.™

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Object of the Game:

Collect the most 4-card “sets” while learning about growth and fixed mindsets.

What is Growth Mindset?

It is the belief that you can learn from hard work, practice, studying, making mistakes, or other life experiences. When you use a growth mindset you see challenges as opportunities to learn.

I'm smart.



I'm not.

What is a Fixed Mindset?

It is the belief that you are born with certain level of intelligence, and that level doesn't change a lot even with practice.



I don't understand this yet. But I can learn!



Joe, do you have any soccer cards?

Contents:

112 Playing Cards

2 Answer Cards

Setup:

- Pick a Deck: Either Level 1 or Level 2
- Pass out 5 cards to each player and use the remaining cards as the draw pile.

Playing the Game:

STEP 1 / Ask 1 player for a specific icon card.

You can only ask for cards that you hold in your hand. That player must give you all the requested icon cards they have.

Continue to ask for cards until someone tells you that they do not have the card you requested.

STEP 2 / “Get Growing”

If the player does not have any of the cards you asked for, they will respond “Get growing.” Then, you must draw from the draw pile.

If the card you draw is the same as the card you asked for, you take another turn. If not, your turn is over.



My turn again!

STEP 3 / Making a Set

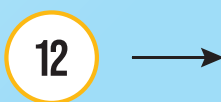
When you get 4 cards with the same icon, lay them out in the order pictured here.



You must decide which card describes a fixed mindset and which describes a growth mindset.

STEP 4 / Check your answer

If your answer is correct, you will keep the set and continue with your turn. If it's incorrect, you must pick up the set and wait for your next turn to correctly identify the cards.



	Fixed	Growth		Fixed	Growth
Art	29	24	Argue	52	57
Erasor	6	19	Bicycle	55	69
Friends	5	15	Car	64	71
Help	21	20	Dean	59	65
Mail	4	18	Computer	58	64
Math	23	7	Cooking	61	73
Monkey Bars	25	12	Big	72	52
Playground	15	1	Garbage	69	62
Run	10	14	Laundry	75	60
Science	3	15	Music	70	63
Speech	11	9	Reading	68	57
Test	9	17	Soccer	59	74
Writing	22	2	Video Game	51	76

STEP 5 / Finishing your set

Level 1: Read the learn card aloud to the group.

Level 2: Answer the question on the learn card.

Running Out of Cards:

If you have no cards in your hand because your last card was either played in a set or taken by another player, you will draw 5 new cards from the draw pile.

Wild Cards:

You can use the wild card to replace any icon card in a set. However, to use it, you must create a sentence to match the missing category. Once a Wild Card is played, discard the icon card that the Wild Card has replaced.



Ending the Game:

The game ends when the draw pile is empty, and all the cards have been played. Whoever has the most sets, wins the game.

Tips for Learning:

Ask players to explain their thinking when deciding whether a card is a fixed or growth mindset.

Ask players if they have experienced the events described on the cards.