

Priority Check

For 2-4 players
Ages 12 and up

Recognizing values can help teens succeed in relationships, at school, home, and in career planning. When priorities are aligned, teens can also be proactive in decision making.

With over 100 priority cards and dynamic game play, Priority Check will reinforce important values and help teens identify which priorities are most important to them. Use these cards to help eliminate distractions in a teen's life and focus on the values that matter.

Instructions

Dealer shuffles and deals four cards to each player. Remaining cards become the draw pile. On each turn, player looks at hand and decides whether to spell a word or draw a card.

To spell a word, player says "check" and places the word for all to see. Any time a word is played, player must state which value they find most important and why.

If another player can make a larger word, that player states "challenge" and places their word down. A winning challenger gets both sets of cards. When playing with 3 or 4 players, another player can challenge the challenger. An acceptable word must be in the dictionary, and no proper nouns are allowed. Wild card can substitute for any letter.

Played cards are placed in each player's score pile. After the draw pile is exhausted, game play continues until **any one player** can no longer spell a word.

To score, players **count** the cards in their score pile, **subtracting** the remaining cards in hand. Highest score wins.

Alternate game play options

- **Who you know:** Instead of stating most important value, player can describe a person they know of with that characteristic.
- **Strengths based approach:** Instead of stating most important value, player can state which value they're currently the best at
- **Teach me:** Instead of stating most important value, player picks the value they know the least about, and the group explains and discusses its meaning
- **Couples version:** Instead of stating most important value, player guesses the one their mate would find most important. Mate agrees or disagrees.
- **Group discussion:** Open up a group discussion, whenever a word is played all players can discuss the values, instead of just the person playing the word

- **Family Version:** Each family member chooses 2 cards. 1 card is to represent the value that seems most important to the family as a whole. The other card represents a value each person *wishes* was a core value within the family. Open it up for discussion
- **Quick play:** Play one round following traditional game instructions until one player states “check” and any opposing player may challenge. The player with the longest word wins. After this, players look at played values and discuss the order of importance of them to each player.
- **Sequence:** This version may be especially preferable for people who have difficulty spelling. Game play is the same as traditional play but instead of making words, players make the longest sequence of letters (for example F-G-H-I-J-K). When building a sequence, players state “check” and can be challenged by a longer sequence. Game play continues until one player can’t make a sequence of 2 or more letters.
- **Opposites:** Once a player spells a word, instead of stating which value is the most important to him/her, the player states the opposite of each value. This version will encourage critical thinking.
- **Role Play Charades (groups of 4-10 players):** Divide group into two teams. Each group gets 8 Priority Check cards. Each team takes turns acting out a value in action. Can be acted out as an individual or group. Other team gets 3 minutes to guess. 1 point per correct answer.