



## **“SO, YOU THINK YOU KNOW ME?” (TEAM FAMILIARITY)**

Designed for: Leaders

Deck Type: Random Cards

Recommended Time: 15 minutes

*“A team with some degree of familiarity is better than a team with none. A little bit can go a long way.” (Harvard Business Review, Huckman and Staats, 2013)*

### **How to use this Pocket Deck**

1. Share the QR code or link with your team: <https://pocketdecks.com/decks/461702>
2. Confirm that at least half the team members can open the deck on their smartphones.
3. Ask team members to work in pairs.
4. Ensure that at least one person in each pair has an open deck.
5. Instruct team members to click the Pocket Deck to “SHUFFLE THE PACK.”
6. After the deck is shuffled, they can click it to “FLIP TOP CARD.”
7. FAMILIARITY cards will display randomly after each “shuffle and flip.”

### **Discussion Guide**

1. Instruct team members to flip through the deck and use the cards as prompts to share some information on themselves.
2. Team members should alternate between each other for the allotted time.
3. Cards display randomly when flipped. If a card repeats, advise them to flip again.
4. At the end of the allotted time, instruct team members to stop.
5. Ask team members to share some of what they learned about each other.
6. Ask someone in the group to flip to a random card and use the prompt to share some details about yourself with the group.
7. End the session by encouraging the team to get to know each other better and to use every opportunity to try to make a casual connection with all members of the organisation, including people who are not in their direct team. As a result, they’ll be setting a foundation for better communication and improved team performance.