Prevention Card Games

Here are three activities to get you started using the cards:

**Instant Prevention Presentation**

2-6 players

*Test your ability to articulate primary prevention and an environmental approach to community health and health equity.*

- **Dealer:** Deal 8 cards to each player. Leave the remaining cards face down at the center of the table.
- **Take 2 minutes** to review your cards. You may swap up to 2 cards with another player.
- **Take 5 minutes** to review your final hand of cards and create a 1-2 minute presentation on the importance of prevention using 5 of your cards.
- Designate a time keeper and take turns presenting.
- If it helps, use the scenario of presenting before a city council or board of directors and/or focus on a specific primary prevention policy or action.

**Prevention Three Card Draw**

1-10 players

*Explore the thematic links in groups of cards.*

- **Dealer:** Lay the cards out face up so that all 52 cards are visible.
- The person to the right of the dealer starts. Quickly choose 3 cards and explain to your group how they are related. There are no “right” answers; the idea is to generate themes and see the connections that others identify. Do NOT replace the cards.
- Continue moving to the right, taking turns until everyone has had 3 turns. Each round will become more challenging as there are fewer cards to choose from.

**Support Prevention Frameworks**

1-7 players

*Support community health and health equity frameworks with quotes, photos, and facts.*

- Each player selects the cards related to one of the following frameworks:
  - Prevention Continuum (8♠, 8♥, 9♥)
  - Taking 2 Steps to Prevention (A♣, A♦, A♣)
  - The Trajectory of Health Inequities (K♣, K♦, K♥, K♣)
  - Community Health Factors (Q♣, Q♠, J♦, J♣, 9♥)
  - Spectrum of Prevention (4♥)
- Spread out the remaining cards face up. Choose a player to start.
- One at a time, find a card with a quote, a card with a photo, and a card with a fact (3 cards total) that are related to your framework; explain the connection to the group. Once you have completed your turn, return the cards for the next player's turn.