52 Card Pick up

Equipment: 52 Card pick up set from Project Adventure or 52 Fathoms cards

Spread the cards over your activity area. Instruct the group that their goal is to pick up all 52

cards. Each person can only pick up one card at a time and must complete the task on the card

before picking up another card. A player may choose to return a card to the ground and let

another person complete that card. The game ends when all 52 cards have been picked up.

You can time the group (don’t tell them) to see how long it takes them to complete the task and

then challenge them to see if they can complete it faster a second time.