

### ***Five Values***

50 minutes max Time required: 50 minutes max (30 minutes to play 10 minutes to report and 10 for debriefing)

### ***Objectives***

- To explore the behavior applications of five important project values
- To practice turning invisible values into observable behaviors

### ***Materials***

- Five value envelopes
- Five index cards for each team
- Flipchart and tape
- A whistle and timer

### ***How to Play***

- Organize your participants into five teams.
- Briefly identify the five values of the project you will be discussing.
- Give each team an envelope that has one of the values written on the outside of the envelope. Inside place 5 blank index cards.
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