

## EYE Cards

Mon, 23/08/2021 - 15:34 -- Jo Claeys

**Type of tool:**

Activity

**Duration:**

120+ min

**Topics addressed:**

Group dynamics

Participation

Project management

The EYE Cards is a set of 52 playcards to support the design and the implementation of youth exchanges, with the full participation of the different stakeholders. A multifunctional card deck, tackling a variety of subjects.

**Aim:**

The EYE Cards are meant to support the development and implementation of high qualitative (international) youth exchanges.

**Methodology:**

groups based learning

**Step by step process:**

There is no pre-defined step by step process for this tool. The multifunctionality allows you to tailor the use of this tool according to the project phase or topic dealt with.

e.g. "Project phases": Each suit represents a stage in the development of a youth exchange project. Taking the Light Bulb suit, which corresponds to the planning stage, we can imagine the order of cards, from 2 (first) to the I (last), as representing a timeline, with the first, for example, indicating the moment when the very first idea is put forward, to the last, when all the partners are agreed on the partnership and working together. Similarly the same suit could be viewed in terms of the importance of each card, with the 2 being the least important and the I the most important; players could then discuss what they consider to be the most important aspect of the preparation stage, and the least, with everything in-between.

e.g. "Labels": Each card bears, at its 'head' end, a name; these names are mainly of well-known people or characters, some real and some fictional. The intention is that these can be used as in the 20-question 'label' game (in which the player is unaware of the identity of the person and tries to guess who the person is by asking a series of 'yes' or 'no' questions, up to a maximum of 20

questions). The names have been selected to encourage discussion about values.  
e.g. "Project building questions": Each card bears a question related to the identified project stage. For example, in the Light Bulb suit (the planning stage), the question, 'What will you learn from doing this?', encourages the card-holder to consider the importance of learning in the youth exchange, while in the Torch suit (implementation stage), the question, 'What do you really like about your partners?' invites the card-holder to reflect on the other partners involved in the youth exchange itself, in progress.

Use these questions as you go along in developing your youth exchange project. Even though some questions indicate a short answer (e.g. yes/no), we invite you to explore the issues raised in more depth.

### **Materials and resources:**

52 card deck of the EYE Cards and the guidelines (see attached)

### **Outcomes:**

When used, the EYE Cards aim at increasing the quality, participation and common construction of youth exchanges.

### **Evaluation:**

Advantages:

- \* an increased use of visuals, limiting hereby the need for linguistic competences.
- \* a gender neutral card deck, yet based upon the 'classic' 52 cards deck.
- \* a multiple use
- \* touch paths (different number of small 'holes') in the cards to identify by touch the different project phases.
- \* based upon years of practice with international youth exchanges.

Disadvantage:

- \* currently only available in English

### **Notes for further use:**

Contact us for the cards. Hard or soft copy.

### **Rating:**

No votes yet

### **Documents/handouts:**

 [Instructions EYE Cards.pdf](#) [1]

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**Source URL:** <https://educationaltoolsportal.eu/educationaltoolsportal/en/tools/eye-cards>

### **Links**

[1]  
<https://educationaltoolsportal.eu/educationaltoolsportal/en/system/files/documents-handouts/Instructions%20EYE%20Cards.pdf>