**Instructions for Cards Against How Might We (HMW)?**

**THE GOAL:**

Ever get “blocked” when you suggest a new idea at a meeting?

This game will help you practice the art of using “How Might We?” (HMW) questions. HMW questions can unstick common blockers or objections to new / different ways of working.

Have fun playing. Work together so you all get practice at reframing blocker statements as opportunities.

This is not a competitive game. The idea is to gain confidence, so you can dazzle other people in meetings with your ninja like “How Might We?” skills.

We crowd sourced common situations and blockers, as well as insights that help form the Cheat Sheet handout. This is by no means intended to be a perfect or exhaustive list.

**Bonus if your group creates a new scenario or blocker card! Bonus if your group can add additional insight or possibilities!**

**SET UP:**

Play in groups of 4 to 6 people.

Place the **situation** (black)cards in the center of the table with “Cards Against How Might We?” facing up.

Deal an equal number of **blocker** (white) cards out to each player. (approx. three each)

Cards

Against

HMW?

Blocker

Blocker

Blocker

Blocker

Blocker

Blocker

Blocker

Blocker

Blocker

**Draw Pile**

**Player 1**



**Player 2**



**Player 4**



**Player 3**



Blocker

Blocker

Blocker

**ORDER OF PLAY:**

PLAYER 1 (left of the dealer) flips over a **situation** card and reads it out loud.

Everyone else plays a **blocker** card from their hand. Play what you think best completes the “someone says \_\_\_” statement for the situation.

Blocker

Blocker

Blocker

Blocker

Blocker

Blocker

Blocker

**Player 1**



**Player 2**



**Player 4**



**Player 3**



Blocker

Blocker

Blocker

Situation … someone says…

Blocker

Blocker

PLAYER 1 decides which blocker to use and reads the entire situation and blocker out loud. (Everyone else can take unused blocker cards back for a future round.)

The group then brainstorms together for about a minute a “How Might We” question to unblock the situation. If you are stuck take a closer look at the blocker statement. Look for underlying assumptions in that blocker that might not be true… What could you challenge? How could you phrase a HMW question to offer an alternative to that assumption?

After a moment or two of group discussion PLAYER 1 finds the matching blocker number in the **Cheat Sheet Handout** and reads the insight and example HMWs out loud.

Compare. How did your group do? Did you have same or different HMWs? Were you too broad or too specific? Are there additional insights or possibilities?

Discard the situation and blocker cards.

Continue counter clockwise. Each player takes a turn flipping over a situation card, while others try to block it.

Notice if it’s getting easier to make a HMW question…

Notice if the cheat examples change how you view the challenge/problem/blocker…