

# Virtue Dominoes & Matching Game



## Activity 1



### Aim(s)

- To familiarise the young people with the virtues and their definitions.



### Resources

- *Virtue Dominoes* sets or *Virtues Matching Cards* sets.



## Delivery Guide

There are two options for this activity; The Virtues Matching Game is probably a better activity for those who are completely unfamiliar with the virtues, while the Virtues Dominoes Game is for those who are more confident. You can do both activities.



Depending on the number of young people you are working with, you can do this in several small groups (ideally no more than 3 or 4 people in each group) or in pairs, or with you and the young person. The rules of the game are as follows:

### Option 1

Give out the *Virtues Matching Cards* sets. The idea is that the young people must match the virtue name to the correct virtue definition.

You can do this by simply spreading the cards out on the floor or on a table and inviting each young person to take turns picking up the cards with the matching Virtue Name card and Virtue Definition. You could also do it by placing all the cards face down and giving each young person the opportunity to turn over two cards at a time. If the cards don't match, they must turn the cards back over and the next person has a go. If someone else turns over a card that matches a card they have previously turned over, they must remember where it is so that they can pick it for their next go. This tests their memory as well as their ability to match definitions.

All virtues from the *Virtues Information Sheet* are included, and there is a correct definition for each virtue. However, there may be some discussion about whether a definition can be matched with another virtue. Refer to the *Virtues Information Sheet* for the answer!

## Option 2

Give out the domino sets to the groups/pairs. The idea is to match the name of the virtue to the description of action that describes it. Not all virtues from the *Virtues Information Sheet* are included and there isn't always one perfect answer, so they may need to justify it to the other players!

- Shuffle the deck and lay them out, face down.
- If you're playing in pairs, then each player takes 5 cards each. If in a group of 3 or 4, adjust it so there are enough cards for everyone.
- Agree who goes first and they lay one of their cards.
- The person to their left must then lay a card, matching either the scenario to the virtue, or a virtue to the scenario. For instance, if the below card is laid, then the next person must lay a card with a scenario that shows generosity, or one that has the word describing the virtue in the action 'You turn up to training every day even though you are tired and it's raining'.



In this one, they have matched self-discipline to the action.



- The next person can then lay a card which matches either the action 'You don't hold a grudge against a friend who upset you' or the virtue 'Generosity' and so on.
- If anyone can't go, they need to pick up from the spare cards. If there aren't any spare cards, they must miss their turn.
- The winner is the one who gets rid of all of their cards first.

The above are provided as a guide and do not need to be followed precisely.

## Points to highlight

- The aim of these games is to familiarise young people with the virtues and be able to identify the definitions and actions associated with them.
- Some of the actions could be linked to a couple of the virtues, so the group will need to come to a consensus.



## Links to Other Areas of the Curriculum

### Literacy:

Virtues vocabulary can be linked with English.  
Links can also be drawn to Citizenship.

