



Capacity Questions Game: Instructions

This is a very simple game that can be used as an Icebreaker and to introduce the asset mapping concept.

Cut out each of the squares that represent an activity or task (see accompanying document).

Then in groups of 4-6, ask participants to sort the activities / tasks squares into three categories –

- **Things I can do**
- **Things I can't do but know someone who can**
- **Things I can't do and don't know anyone who can.**

If just one person in the group is capable of doing a task or activity, it can go into the first category as they can teach others to do it.

If no one in the group can do a particular task or activity but they know someone who can do it and they can ask that person it goes into the second category.

The game will usually reveal that very few activities / tasks will end up in the third category thus proving that communities have individuals with many gifts and capacities waiting to be discovered.