



# TIM Card Game:

A game to build familiarity  
with TIM levels and  
characteristics

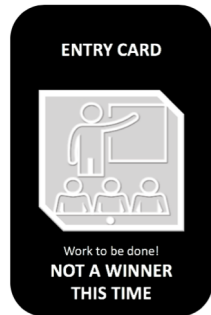
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Adapted from “Hire ‘Em, Fire ‘Em” by Teresa McGrechan.  
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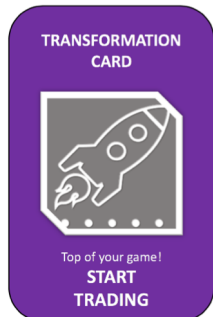
# Card Types

The object of the game is to collect 5 cards of one set by trading cards with other players.

- A complete set of five cards has the same TIM learning characteristic (Active, Collaborative, Constructive, Authentic, or Goal-Directed) at the top of each card and a different TIM level (Entry, Adoption, Adaptation, Infusion, and Transformation) at the bottom.

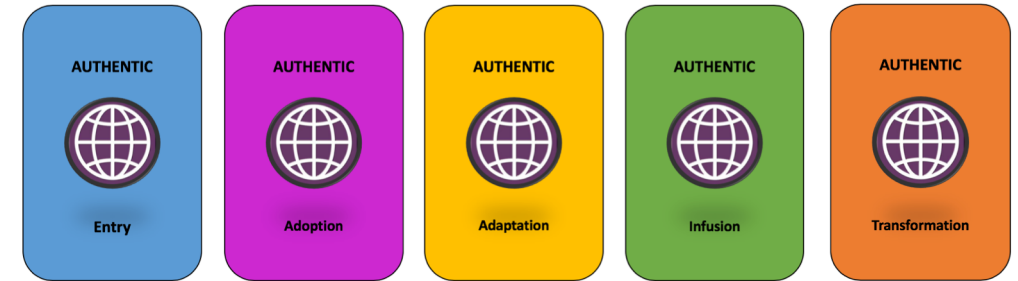


You want to avoid having this card in your hand when the game is won.



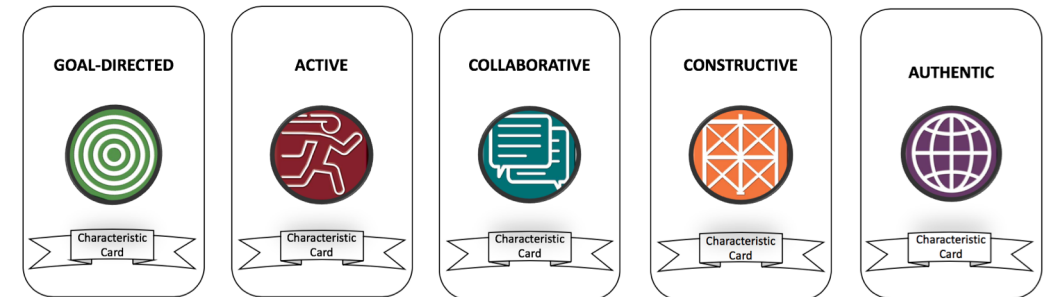
If you're dealt this card at the start, you get to start the trading (put it aside, not for trading)

## Complete Set



## Characteristics of Meaningful Learning Cards

These are shuffled and dealt separately from the other cards, at the start of each game, so players know which set they are collecting.





## Players

- Maximum of 5 players per deck of cards.
- If there are 4 players, remove one characteristic card and the corresponding set of cards.
- If there are 3 players, remove two characteristic cards and the corresponding sets of cards.

## Dealing cards

1. Shuffle and deal the characteristic cards, face down. Players can look at their own characteristic card to determine which set to collect (don't show anyone!). Put the characteristic card aside (these are not traded).
2. Shuffle all cards, except the characteristic cards. Deal five cards, face down, to each player.
3. Players pick up their own cards (don't show anyone!) and sort them.

## Starting the game

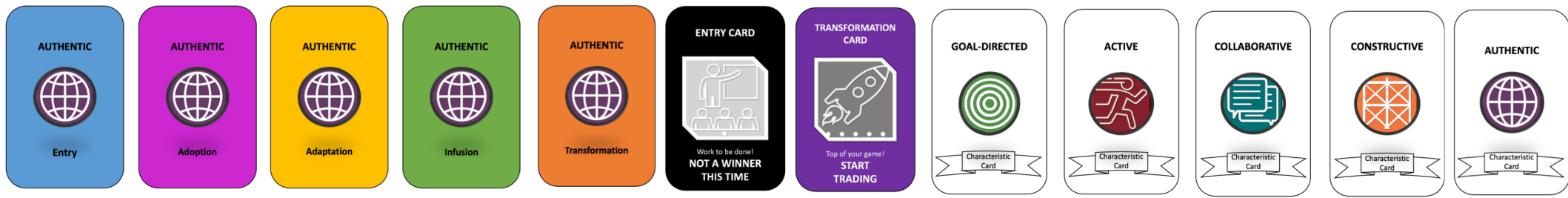
- The person with the purple 'transformation' card begins by laying the card aside, face up. This person will propose the first trade.



# Trading

1. The person with the purple card starts the trading when they are ready.
2. Trade cards face down and state the number of cards (NOT the type).
3. There is no order for trading.
4. Only one trade can sit on the table at a time.
5. If no one accepts the trade, the owner has to take the cards back.
6. You can trade as many cards as you like in one trade, as long as they are from the same set (e.g., you can only trade 2 authentic cards or 3 active cards).
7. The only exception to the rule above is the black 'entry' card. This can be traded with another card/set of cards.





# Winners and Losers!

1. The game is won when the first person collects their full set (winner calls out).
2. The loser is the person who ends up with the black card.

## Optional - At the end of the game, you could ask:

- The winner to give an example of a transformation level activity, for the set they've collected.
- The loser to give an example of how to modify a lesson from entry level for the set they've collected, to a higher level.
- All players to give an example of an activity at [pick a level], for the set of cards they've collected.

**ACTIVE**



**Entry**

**GOAL-DIRECTED**



**Entry**

**COLLABORATIVE**



**Entry**

**CONSTRUCTIVE**



**Entry**

**ACTIVE**



**Adoption**

**GOAL-DIRECTED**



**Adoption**

**COLLABORATIVE**



**Adoption**

**CONSTRUCTIVE**



**Adoption**

**ACTIVE**



**Adaptation**

**GOAL-DIRECTED**



**Adaptation**

**COLLABORATIVE**



**Adaptation**

**CONSTRUCTIVE**



**Adaptation**

**ACTIVE**



**Infusion**

**GOAL-DIRECTED**



**Infusion**

**COLLABORATIVE**



**Infusion**

**CONSTRUCTIVE**



**Infusion**

**ACTIVE**



**Transformation**

**GOAL-DIRECTED**



**Transformation**

**COLLABORATIVE**



**Transformation**

**CONSTRUCTIVE**



**Transformation**



**AUTHENTIC**



**Entry**

**AUTHENTIC**



**Adoption**

**AUTHENTIC**



**Adaptation**

**AUTHENTIC**



**Infusion**

**AUTHENTIC**



**Transformation**

**ENTRY CARD**



Work to be done!

**NOT A WINNER  
THIS TIME**

**TRANSFORMATION  
CARD**



Top of your game!

**START  
TRADING**

**AUTHENTIC**



Characteristic  
Card

## GOAL-DIRECTED



Characteristic  
Card

## ACTIVE



Characteristic  
Card

## COLLABORATIVE



Characteristic  
Card

## CONSTRUCTIVE



Characteristic  
Card