52 Shades of Consent Snap

Respectful Relationships

To explore the concepts of consent, personal boundaries, and respectful communication using realistic and age relevant scenarios in a fun and interactive card game format.

Learning Intentions

Students explore the concept of consent and how it applies to different aspects of life.

This builds student awareness of the importance of boundaries and respectful communication.

Students learn to identify the presence or absence of consent in real life scenarios.

This encourages critical thinking and practical decision-making.

Students aim to develop respectful ways to respond and seek support in challenging situations.

This helps students learn to communicate boundaries and access appropriate help.

Success Criteria

Consent Awareness:

Students demonstrate understanding by identifying where consent is or isn't present in a range of realistic and age-appropriate scenarios.

Communication and Reflection:

Students are able to explain how they would respond, communicate their boundaries, or support someone else in each scenario.

Help-Seeking Understanding:

Students suggest realistic support strategies or people they could approach for help when needed.

the school of PLAY

52 Shades of Consent Snap

Respectful Relationships

Objective:
To explore the concepts of consent, personal boundaries, and respectful communication using realistic and age relevant scenarios in a fun and interactive card game format.

Players:
Pairs (can also be played in small groups)

Materials:
- One standard deck of 52 playing cards per pair
- A six-sided dice per pair
- Scenario category sheet (found in the PDF resource tab)

Setup:
Explain the game to the students using the instructions below.
Each suit represents a key theme:
- Hearts = Physical Boundaries
- Diamonds = Digital Boundaries
- Spades = Emotional Boundaries
- Clubs = Power Dynamics in Relationships

Dice - Each number rolled has an associated scenario (1–6), chosen by rolling the dice.

Activity:
1. Play Snap:
Students shuffle and divide the cards evenly. They take turns flipping cards into a shared pile. When a match is made (e.g. two Hearts), the first student to say "Snap!" wins the round.
2. Roll and discuss:
The student who didn't say Snap first rolls the six-sided dice. The number rolled determines the scenario to be discussed under that category (e.g. if it's a Heart and a 3 is rolled, students refer to scenario 3 under Physical Boundaries).
3. Guided discussion:
Both players discuss the following prompts for the scenario:
- Is consent present or missing?
- How could someone communicate clearly and respectfully?
- What would you do differently in that situation?
- Who could you talk to for help or support?

4. Repeat and reflect:
The game continues with the next round. After several rounds, students reflect on key takeaways from the scenarios explored.

the school of PLAY

52 Shades of Consent Snap

Respectful Relationships

Reflection prompt:

- What made a scenario challenging to talk about?
- What did you learn about communicating boundaries?
- How can this help you in real-life situations?

Winning the game:
There's no official winner. The focus is on respectful discussion, awareness, and practising safe and healthy relationship skills.

Additional notes:
This game provides an engaging and safe way for students to explore complex ideas of consent and relationships. Teachers may want to review scenarios in advance and adapt them to suit the context and maturity of their students.

the school of PLAY

HEARTS - PHYSICAL BOUNDARIES

PRINT AND CUT OUT THE CARDS. EACH SUIT REPRESENTS A DIFFERENT TYPE OF BOUNDARY OR DYNAMIC. STUDENTS ROLL A DICE AFTER MATCHING A SUIT IN THE CARD GAME TO DETERMINE WHICH SCENARIO THEY'LL DISCUSS.

A ♥ 1

YOU'RE HANGING OUT WITH YOUR PARTNER AND THEY KEEP TRYING TO HOLD YOUR HAND EVEN THOUGH YOU'VE PULLED AWAY TWICE.

PLAY

A ♥ 2

DURING A GROUP PHOTO, A CLASSMATE PUTS THEIR ARM AROUND YOU EVEN THOUGH YOU LOOK UNCOMFORTABLE.

PLAY

A ♥ 3

SOMEONE AT A PARTY HUGS EVERYONE TIGHTLY, EVEN WHEN PEOPLE SAY THEY DON'T WANT TO.

PLAY

A ♥ 4

YOUR PARTNER TRIES TO KISS YOU AFTER YOU SAID YOU'RE NOT READY YET.

PLAY

A ♥ 5

YOU LEND SOMEONE YOUR JACKET, BUT THEY USE IT AS AN EXCUSE TO TOUCH YOU PLAYFULLY.

PLAY

A ♥ 6

A FRIEND KEEPS TICKLING YOU EVEN AFTER YOU SAY "STOP."

PLAY

DIAMONDS – DIGITAL BOUNDARIES

1

A FRIEND SCREENSHOTS YOUR PRIVATE MESSAGE AND SHOWS IT TO OTHERS WITHOUT ASKING.

2

YOUR PARTNER KEEPS ASKING FOR YOUR PASSWORD "TO PROVE YOU TRUST THEM."

3

SOMEONE TAGS YOU IN A PHOTO YOU DIDN'T WANT ONLINE.

4

YOU'RE PRESSURED TO SEND A SELFIE YOU'RE NOT COMFORTABLE WITH.

5

A FRIEND READS YOUR MESSAGES OVER YOUR SHOULDER AND LAUGHS ABOUT THEM.

6

SOMEONE POSTS A GROUP VIDEO THAT INCLUDES YOU WITHOUT CHECKING FIRST.

SPADES – EMOTIONAL BOUNDARIES

CLUBS – POWER DYNAMICS IN RELATIONSHIPS

A ♣ 1

A SENIOR STUDENT TELLS YOU TO DO THEIR PART OF A GROUP PROJECT "BECAUSE YOU'RE YOUNGER."

A ♣

PLAY

A ♣ 2

YOUR BOSS AT YOUR PART-TIME JOB FLIRTS WITH YOU AND SAYS IT'S JUST A JOKE.

A ♣

PLAY

A ♣ 3

A TEACHER'S PET SPREADS RUMOURS TO STAY IN THE TEACHER'S GOOD BOOKS.

A ♣

PLAY

A ♣ 4

YOUR PARTNER SAYS, "I MAKE THE DECISIONS BECAUSE I'M OLDER."

A ♣

PLAY

A ♣ 5

A TEAMMATE THREATENS TO BENCH YOU IF YOU DON'T FOLLOW THEIR LEAD.

A ♣

PLAY

A ♣ 6

A FRIEND GROUP LEADER DECIDES WHO'S "IN" AND "OUT," AND EVERYONE FOLLOWS ALONG.

A ♣

PLAY