

Hear Me, See Me

A game to feel heard, held and empowered



Created by youth, for youth



**Save the Children**



Supported using public funding by  
**ARTS COUNCIL  
ENGLAND**



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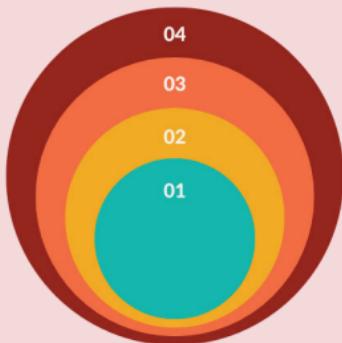


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game play

# What is MHPSS?

MHPSS stands for Mental Health and Psychosocial Support. It broadly defines the multiple factors we can consider when improving our wellbeing in society, community, family and in ourselves. It is an ecosystem, a bit like this...



## 04 Society

Socio-cultural norms and policy (beyond the immediate community)

## 03 Community

Social norms, community-based supports

## 02 Family

Interpersonal relationships, roles, expectations

## 01 Individual

Personal characteristics, skills, attitudes, & gender and power dynamics



game play

Print more cards

### Print-ready PDF

You can scan the QR code below to access the print PDF of the complete card game. You can then download and print in your office or with a professional printer.

### Print quality

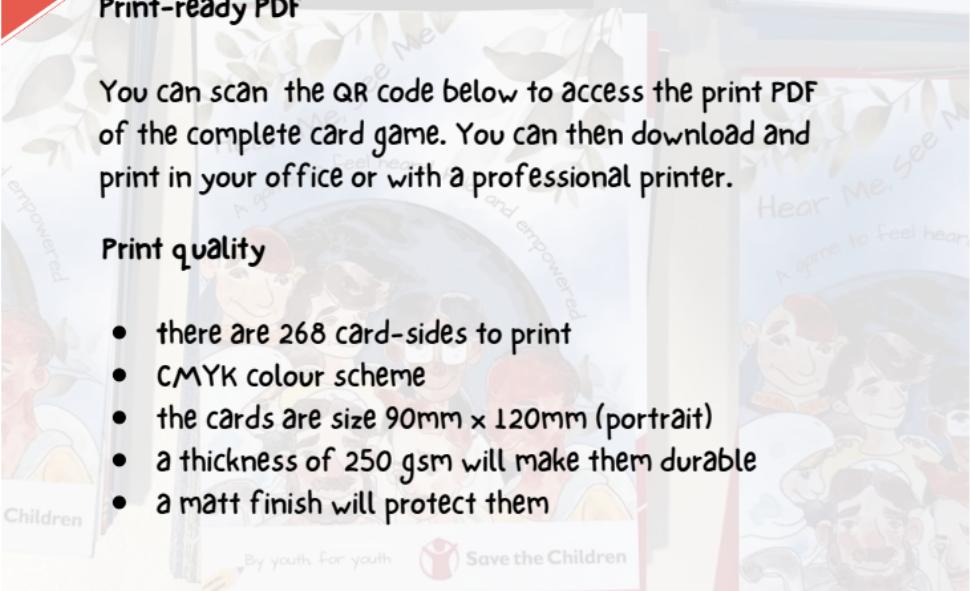
- there are 268 card-sides to print
- CMYK colour scheme
- the cards are size 90mm x 120mm (portrait)
- a thickness of 250 gsm will make them durable
- a matt finish will protect them



Follow the QR code or go to  
[www.helenpatuck-cc.com](http://www.helenpatuck-cc.com) to  
download your free pilot pack



By youth. For youth.



# game play

# Game Introduction

**Age suitability:** this game is for players aged 16+.

**the goal of the game** is to present a framework for resolving personal dilemmas. Players play up to 4 rounds of the game using the provided cards: character cards, tool cards, place cards, merlin cards and dilemma cards.

**the final outcome** of the game is to use blank cards to create solutions to your own dilemmas, using the blank cards provided and a final Declaration card.

**Declaration Card**  
Sample outcome of your own game

**Game play**

**What was the dilemma?**  
I am about a sixteen year old Dutch student. I heard a friend say something mean and it shocked me.

**Which tools were helpful?**  
Peer support is helpful to get advice from others, and when I was ready open communication with the friend.

**Which places were helpful?**  
I found it helpful to go to places of knowledge and support, like other youth organizations, and also places of community support like the library, where I could use computers for online advice.

**Which Merlin ideas were helpful?**  
It helped to journal about my feelings, make a list of things I wanted to say, I also liked having a step back to get grounded as a start like confrontation.

**How can you be an ally?**  
Not agreeing someone's hate language but also finding ways - stay in dialogue and share my concerns and boundaries with the person and I trust the person

**Age 16+**

A red circle contains a pencil and a piece of lined paper with a checkmark on it.

## Here is an example of a game outcome

### What was the dilemma?

I am Jonas, a 16-year old Dutch student. I heard a friend say something racist and it shocked me.

### Which tools were helpful?

Peer support was helpful to get advice from others, and when I was ready, I used open communication with my friend.

### Which places were helpful?

I found it helpful to go to places of knowledge and support like anti-racist organisations, and also places of community support like the library, where I could use computers for online advice.

### Which Merlin ideas were helpful?

It helped to journal about my feelings and make a list of things I wanted to say. I also liked taking a step back to get grounded as I don't like confrontation.

### How can you be an ally?

Not ignoring someone's hateful language, while also finding ways to stay in dialogue and share my concerns and boundaries when it's safe and I trust the person.



# game play

## All cards and their meanings

### Cards for each round of the game



Character card: this card shares the details of a character one player represents in a game.



Dilemma card: this card shares the details of a dilemma the character faces and players need to respond to.



Tool card: this card represents MHPSS tools youth identified with advisors for internal wellbeing.



Place card: this card represents places youth have identified as somewhere they can go for support.



Merlin card: this card represents special actions youth have identified as bringing joy and relief.

### Cards for reflections and to create safety



Inner compass card: use this card anytime you feel stuck, to pause, reflect on values, and guide the conversation forward as a group.



Time out card: this card represents a private pause players can request at any time.



Ally card: this card represents a moment to show support to other players without words, and can be played at any time.



## game play

## All cards and their meanings



?

Blank cards: these cards are deliberately left blank for you to fill in with your own life, stories, dilemmas, tools, places and special ways of taking care of yourself.



...

Declaration cards: these cards are for the end of the game for you to consolidate your suggestions and solutions for the character and their dilemma.

### Blank card guidelines around potential triggering...

- Consider whether this would resonate with others in a way that might harm them or cause them to leave.
- Consider that the goal of the game is to create a non-judgemental space for dialogue.
- The character cards are fictional, but can encourage conversation around difficult subjects. If you are concerned that your idea might cause discomfort, please offer first the option to use a time out card, so people can opt out if and when needed.



# game play

## 4 rounds of a roundtable

... and 4 people can make the roundtable



1) Name a game master and distribute cards as per instructions. A player starts the game by selecting a character card. They tell the other players about the character's background and situation.



2) the game master selects one dilemma card and reads it aloud to the group.



3) Players take a moment to reflect on the dilemma the character faces, then one by one offer tool cards, Merlin cards, and Place cards they believe can help the character feel better - they can also show Ally cards or Time Out cards, at any time.



4) After each player has shared their cards, and discussion, players create a declaration or wellbeing plan for the character, using their selected cards as a guide.



optional WILD ROUND: a player can change one rule of the game at any time, and call this a WILD ROUND.

# game play

Guiding questions per round  
(optional) from the game master

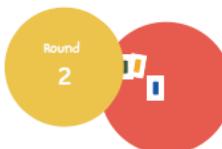
... one for each round, just some ideas

## Round 1 questions



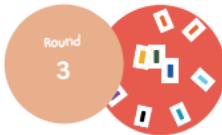
- Can you tell us about your character: their age, their location, their challenges and strengths?
- What might they find hard right now?

## Round 2 questions



- Describe the dilemma: how might it affect the character?
- What might they find hard right now?

## Round 3 questions



- Everyone reflects: what tools, places, Merlin actions might help the Character facing this dilemma?
- Which of these might be hard to access?

## Round 4 questions



- As a group: if you were to create a declaration of what could help for your character, what would you say?
- How could you best be their ally right now?

# game play

# table layout

1) Name a game master who hands each player a full set of:

- Place cards
- Tool cards
- Merlin cards
- Ally cards
- Time out cards
- Inner compass cards



Players take it in turns to select one Character card per game.



4) Players together write a Declaration card based on their game play.



3) Players play their

- Place cards
- Tool cards
- Merlin cards

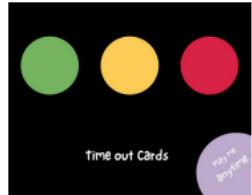
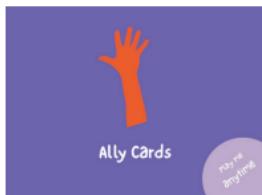
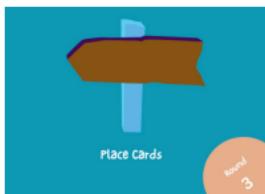
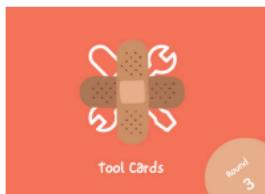


2) Players select one Dilemma card for the selected character to face per game



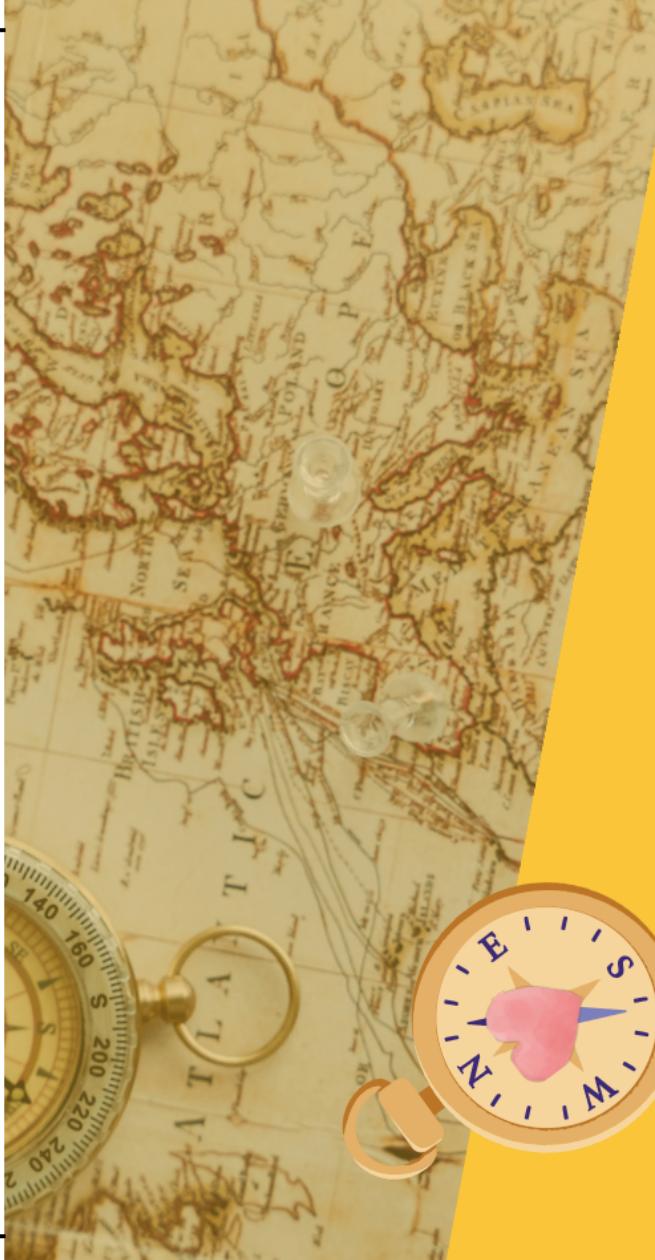
# game play

# check out your pack!



play me  
any time

# Inner Compass Cards



inner compass



Here are some values that might guide you:

- Strong Identity
- Compassion
- Voice, participation, consent
- Solidarity, respect
- Peace, stability, security
- Justice, dignity, equity
- Your own .....

play me  
any time

time out cards

time out



Can I take a breather, no questions asked?

play me  
any time

time out cards

time out



I would like to listen, but not contribute

play me  
any time

time out cards

time out



I am getting overwhelmed and need assistance

# Ally Cards



Play me  
any time

ally



"Sometimes, the strongest kind of support doesn't need words. A look, a gesture, an image – enough to say: 'I see you, I'm with you.' In that way, you know you're not alone in this. We all carry different stories, but we stand equal in our humanity – and you are never walking alone."

From an ally

Round 1

## Character Cards

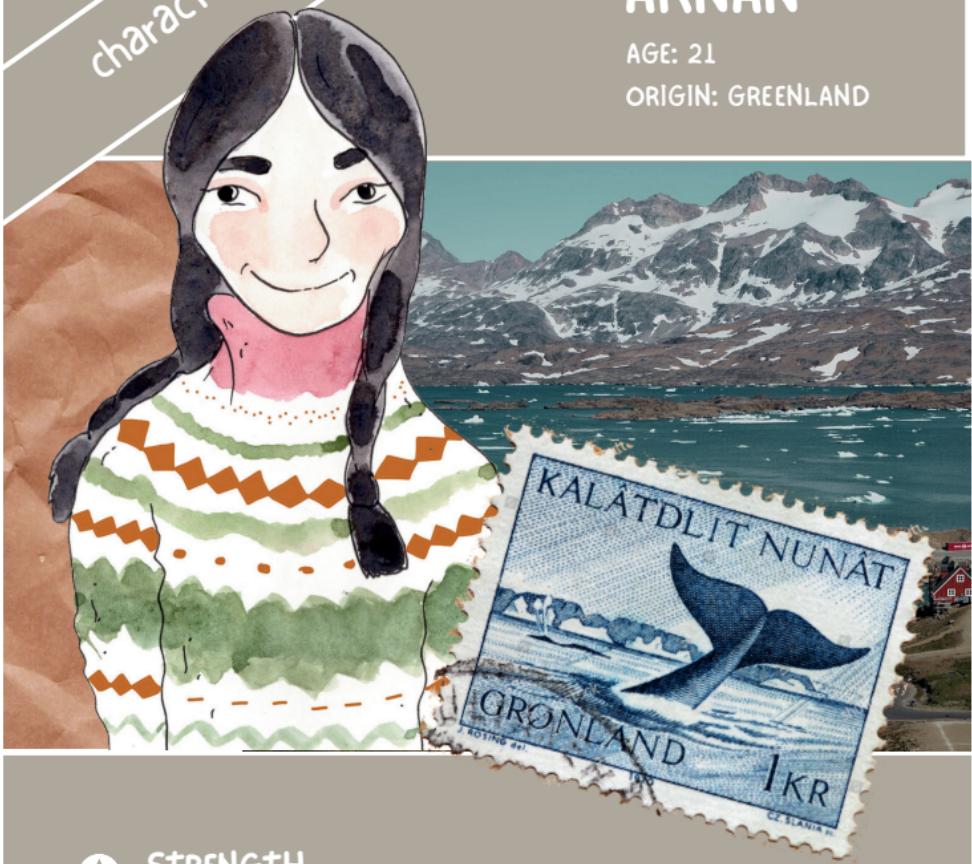


character

# AKNAN

AGE: 21

ORIGIN: GREENLAND



## STRENGTH

RESILIENCE, SELF-RELIANCE, SELF-SUFFICIENCY



## CHALLENGE

LACK OF MENTAL HEALTH SUPPORT FACILITIES

Round 1

## Character Cards



character

# HAMZA

AGE: 16

ORIGIN: MOROCCO



## STRENGTH

COURAGE TO BE HIMSELF, STRONG NETWORK WITHIN  
LGBTQ+ COMMUNITY, EMPATHY



## CHALLENGE

LACK OF FAMILY SUPPORT, LIMITED ACCESS TO LGBTQ+  
FRIENDLY SPACES AND MENTAL HEALTHCARE

Round 1

## Character Cards



character

# RAJID

AGE: 20

ORIGIN: PAKISTAN



## STRENGTH

RESILIENT, SELF-AWARE, ADVOCATES FOR DISABILITY INCLUSION



## CHALLENGE

STIGMA AND INACCESSIBLE INFRASTRUCTURE AS A WHEELCHAIR USER WITH A PHYSICAL DISABILITY

Round 1

## Character Cards



character

# SAFAE

AGE: 19

ORIGIN: AFGHANISTAN



## STRENGTH

CARRIES VALUABLE LIFE EXPERIENCE, SHE HAS SURVIVED  
UNSAFE ENVIRONMENTS AND HAS DEVELOPED STRONG  
COPING SKILLS



## CHALLENGE

LIMITED ACCESS TO EDUCATION, SHE HAS ONLY HAD BASIC  
SCHOOLING

Round 1

## Character Cards

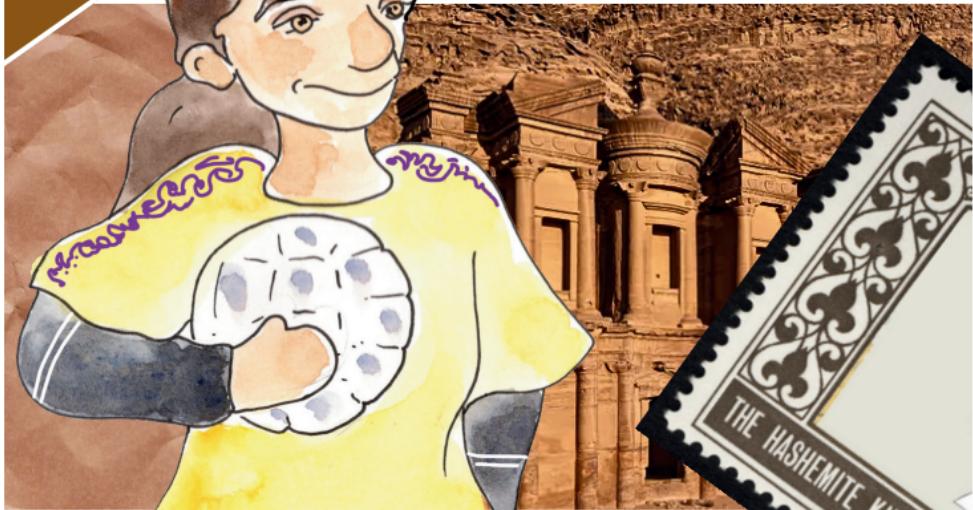


character

LUCY

AGE: 22

ORIGIN: JORDAN



## STRENGTH

BREAKING SOCIETAL BARRIERS, CUSTOMS AND TRADITIONS  
THAT SLOW DOWN HER WORK AS A COMMUNITY HEALTH  
WORKER, FACILITATING FUN ACTIVITIES



## CHALLENGE

INTER-PERSONAL RELATIONSHIPS, CULTURAL SENSITIVITY  
AND RESPECTS DIFFERENT CUSTOMS

Round 1

## Character Cards



character

OMAR

AGE: 18

ORIGIN: SYRIA



## STRENGTH

QUICK THINKER WHO ADAPTS EASILY TO NEW AND CHALLENGING SITUATIONS, SPEAKS SEVERAL LANGUAGES



## CHALLENGE

NO SOCIAL SAFETY NET TO RELY ON AFTER CONFLICT,  
FINDS IT HARD TO ASK FOR HELP

Round 1

## Character Cards

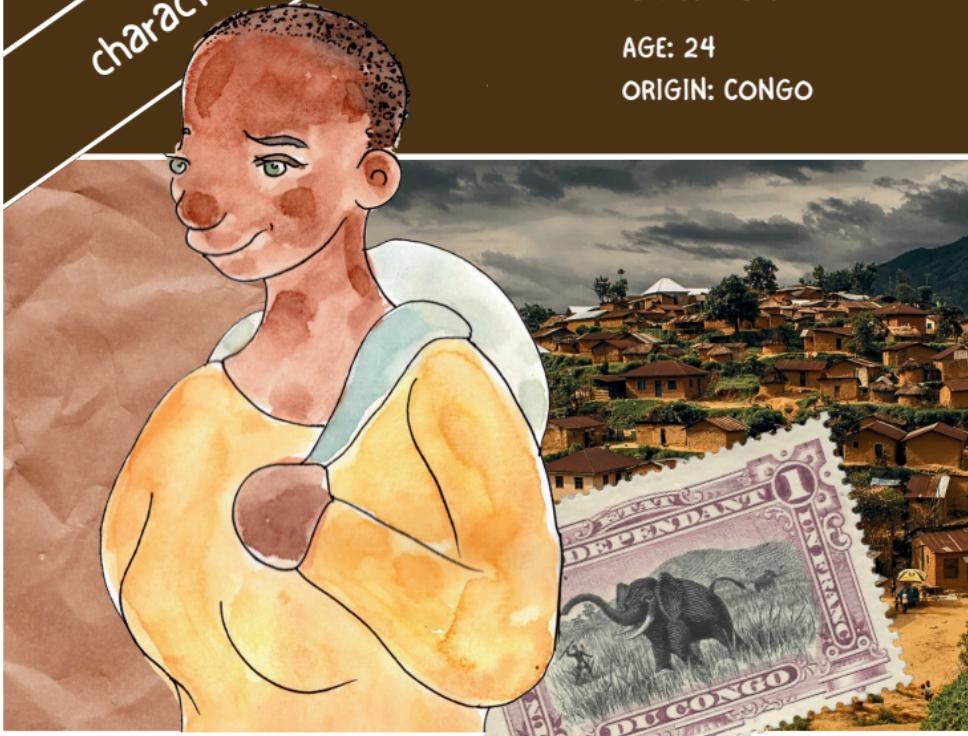


character

# SANGI

AGE: 24

ORIGIN: CONGO



## STRENGTH

SHE IS EDUCATED, DETERMINED TO CREATE A BETTER FUTURE  
THROUGH EDUCATION FOR EVERYONE



## CHALLENGE

LIVES IN A REFUGEE CAMP WHERE THERE IS NO FAMILY  
LIVELIHOOD, SHE HAS TWO CHILDREN TO TAKE CARE OF

Round 1

## Character Cards

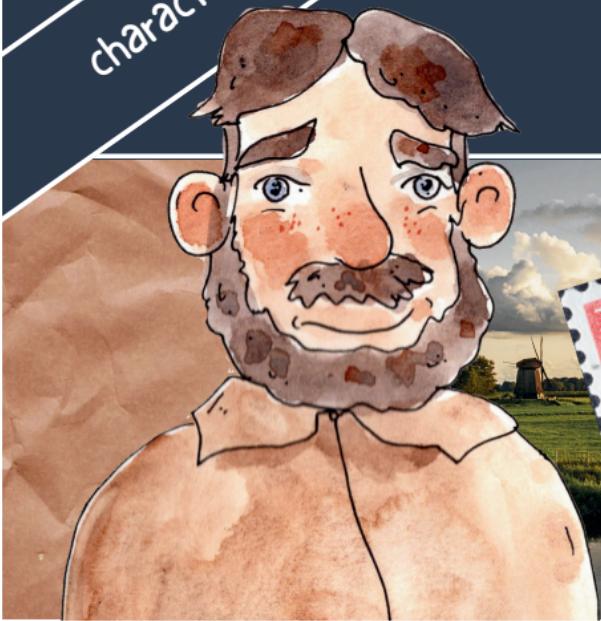


character

**BAS**

AGE: 27

ORIGIN: NETHERLANDS



## **STRENGTH**

CHILD ADVOCACY AND COMMUNICATION SKILLS,  
UNDERSTANDS YOUNG PEOPLE FINDS SOLUTIONS WITH  
THEM



## **CHALLENGE**

GREW UP IN FOSTER CARE, MOVING A LOT WITH NO STABLE  
ENVIRONMENT AS A CHILD SO FINDS IT HARD TO RELY ON  
OTHERS

Round 1

## Character Cards



character

YOUR NAME

YOUR COUNTRY OF ORIGIN

YOUR AGE

YOUR PRONOUNS (HER/HIM/THEY)



◆ STRENGTH

▬ CHALLENGE

Round 1

## Character Cards



character

YOUR NAME

YOUR COUNTRY OF ORIGIN

YOUR AGE

YOUR PRONOUNS (HER/HIM/THEY)



◆ STRENGTH

▬ CHALLENGE

Round 1

## Character Cards



character

YOUR NAME

YOUR COUNTRY OF ORIGIN

YOUR AGE

YOUR PRONOUNS (HER/HIM/THEY)



◆ STRENGTH

▬ CHALLENGE

Round 1

## Character Cards



character

YOUR NAME

YOUR COUNTRY OF ORIGIN

YOUR AGE

YOUR PRONOUNS (HER/HIM/THEY)

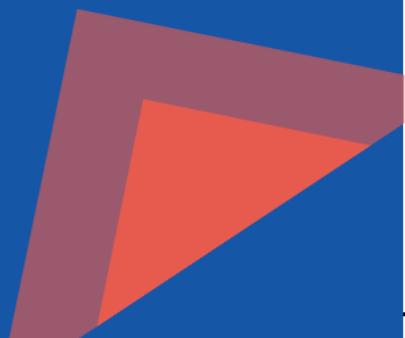
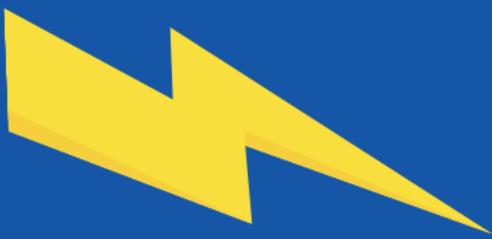


◆ STRENGTH

▬ CHALLENGE

Round 2

Dilemma cards



dilemma

You are living in a household  
where you witness violence  
against your sister

EXTRA CHALLENGING



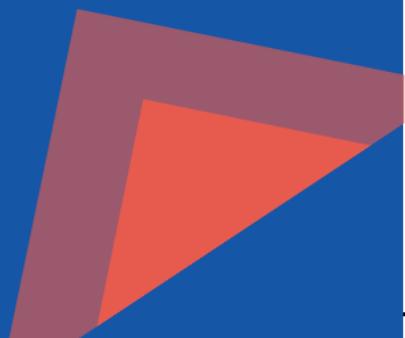
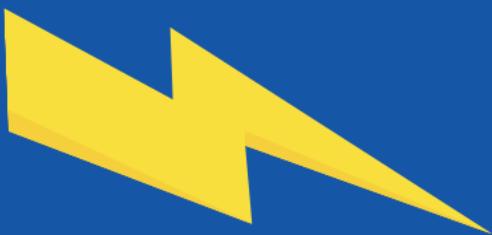
Your family does not speak up when violence  
against women occurs, and it is normalised in  
your community



safety, Dignity, Respect

Round 2

Dilemma cards



dilemma

You want to study, but because of your family's financial situation, you are forced to work

EXTRA CHALLENGING



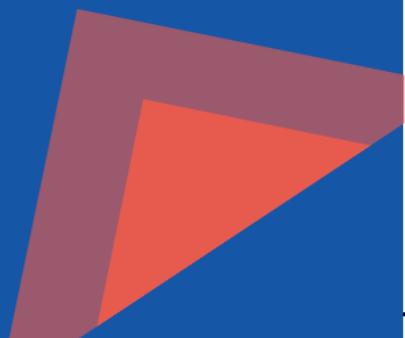
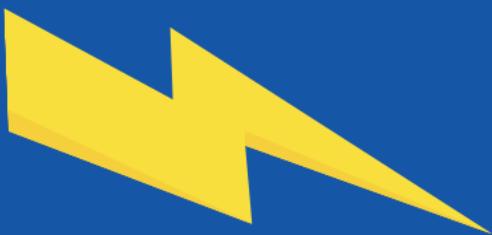
Child labour laws aren't enforced in your community, and no one speaks out against this



safety, Dignity, Respect

Round 2

Dilemma cards



dilemma

You have difficulty getting to school in a rural area with your disability

EXTRA CHALLENGING



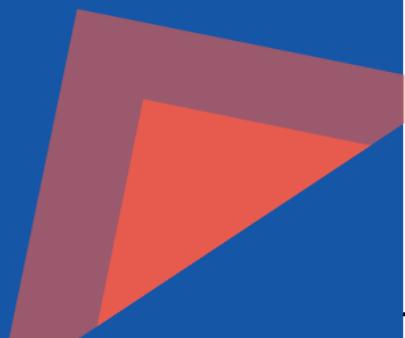
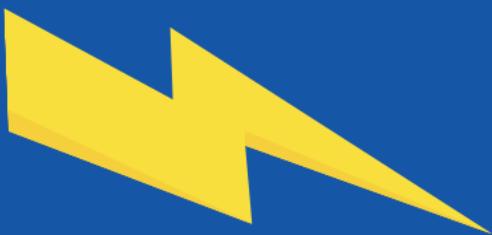
Local infrastructure does not support people with disabilities, and societal change is slow



Safety, Dignity, Respect

Round 2

Dilemma cards



dilemma

Your cousin is forced into  
marriage, and she is only 13  
years old

EXTRA CHALLENGING



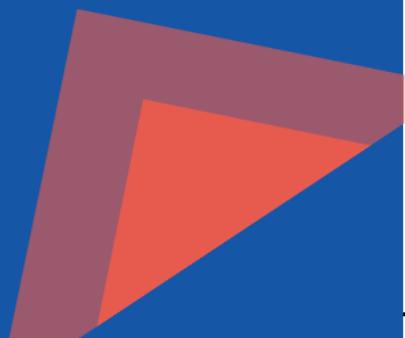
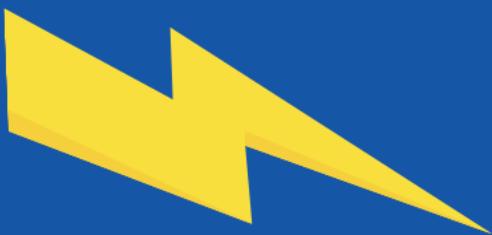
People do not speak up when forced marriage  
occurs in your community



Safety, Dignity, Respect

Round 2

Dilemma cards



dilemma

Food insecurity and dealing  
with disappearing food  
resources

EXTRA CHALLENGING



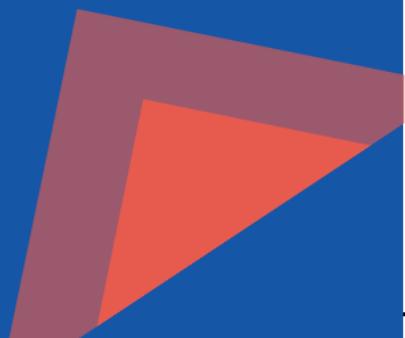
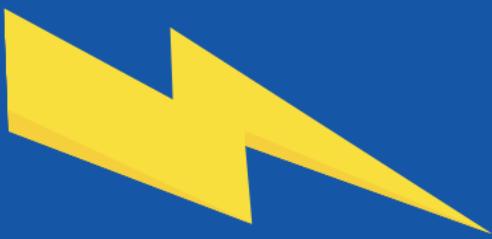
Climate change and conflict affect people's  
access to food and water, and humanitarian  
assistance is not always available



safety, Dignity, Respect

Round 2

Dilemma cards



dilemma

You receive physical threats  
due to your sexual  
orientation

EXTRA CHALLENGING



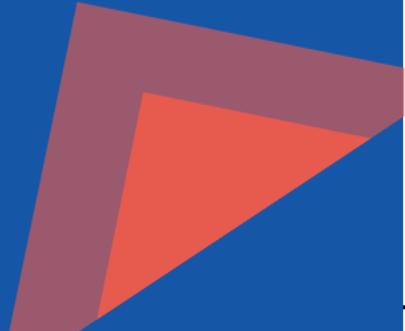
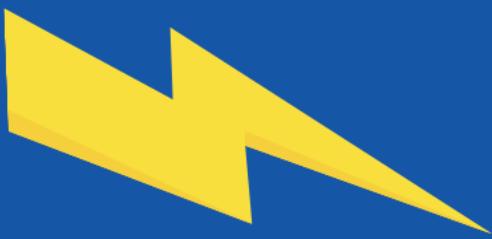
It is not always safe to be yourself in  
environments where people hold prejudice,  
which can be expressed as violence



safety, Dignity, Respect

Round 2

Dilemma cards



dilemma

Experiencing peer pressure  
to vape



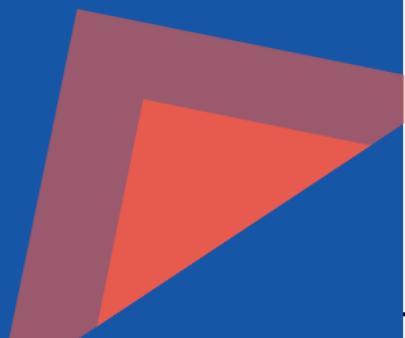
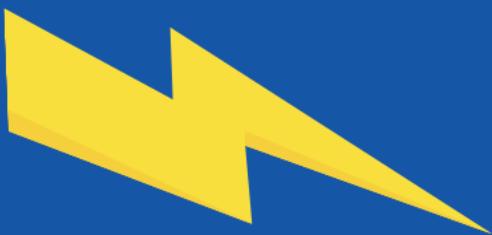
It is a hidden activity, and the school  
does not have plans to address  
bullying



Right to education, Respect, Dignity

Round 2

Dilemma cards



dilemma

A popular artist targets a minority group and sows division



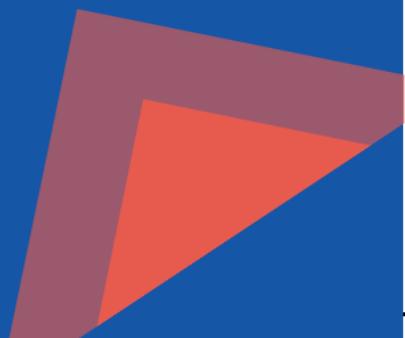
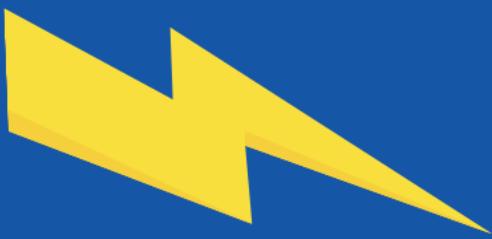
Peers and friends don't question the artist and continue to enjoy their work, even if it's harmful



safety, Respect, Dignity

Round 2

Dilemma cards



dilemma

You are overwhelmed with requests  
for help from vulnerable friends,  
causing you to feel stressed



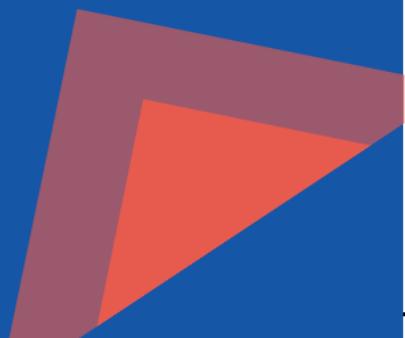
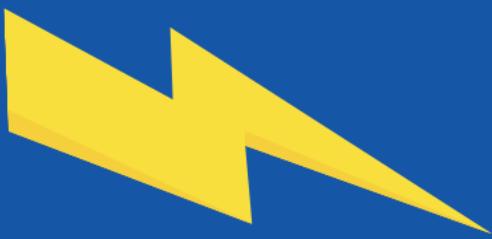
others are disinterested and turn away,  
leaving you alone to offer support



Safety, Dignity, Self-protection

Round 2

Dilemma cards



dilemma

In the park, you see a parent shouting and hitting their child

EXTRA CHALLENGING



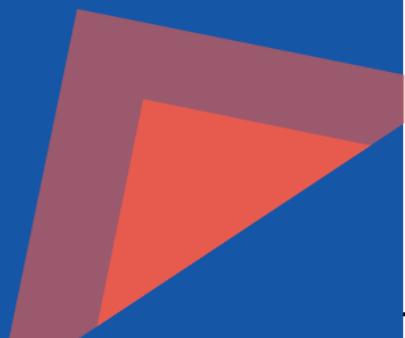
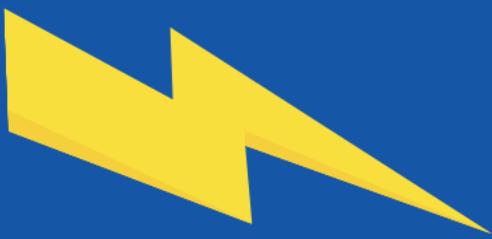
No one else is intervening, and you do not feel physically safe



Security, Justice, Safety

Round 2

Dilemma cards



dilemma

Your friend is 18, and a military officer asks if you have seen him, as he hasn't come to register for mandatory military service

EXTRA CHALLENGING



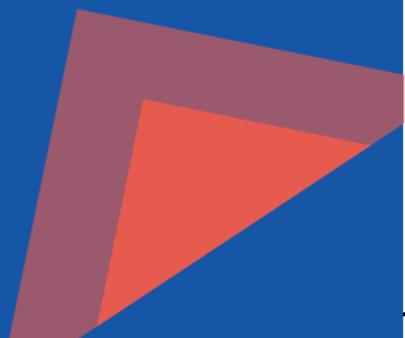
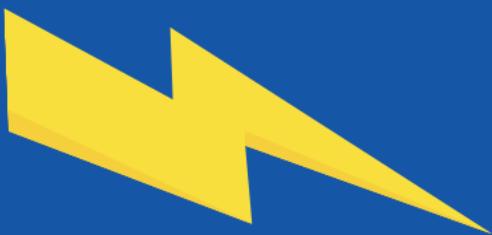
If you say where he is, it might force him into the military, but if you lie about his whereabouts, you might face prosecution



Security, Solidarity, Trust

Round 2

Dilemma cards



dilemma

What is your dilemma?

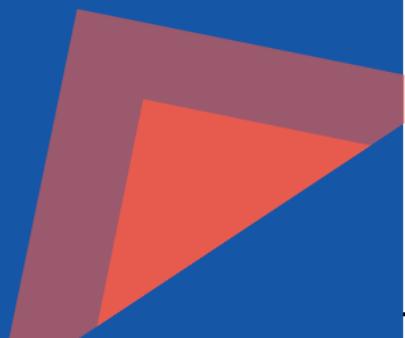
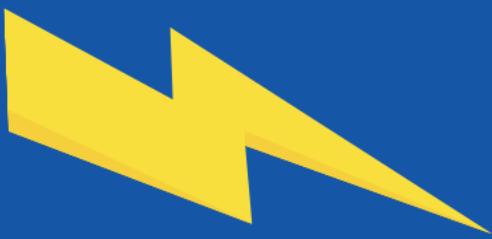


What do you need to think about?



Round 2

Dilemma cards



dilemma

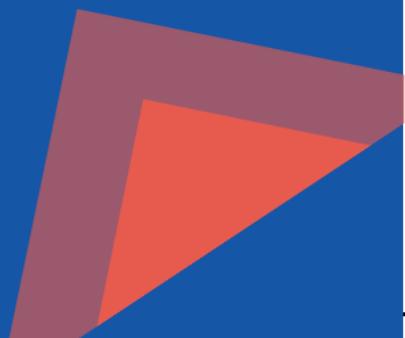
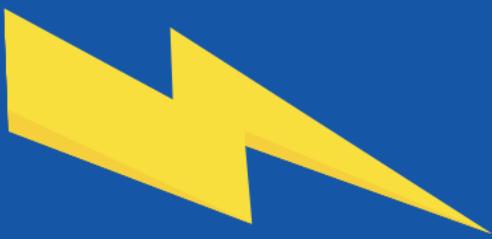
What is your dilemma?

What do you need to think about?



Round 2

Dilemma cards



dilemma

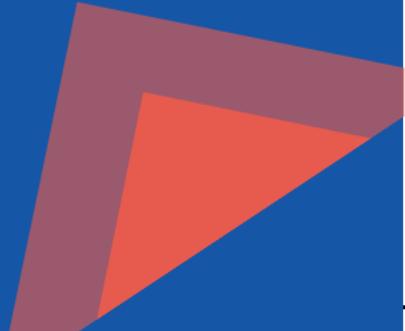
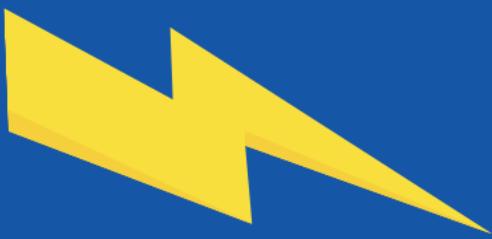
What is your dilemma?

What do you need to think about?



Round 2

Dilemma cards



dilemma

What is your dilemma?

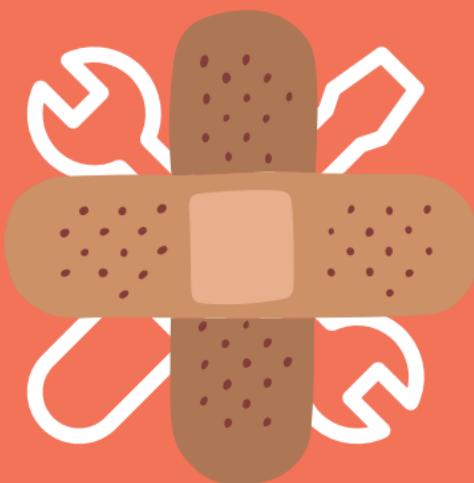


What do you need to think about?



3  
Round

tool Cards



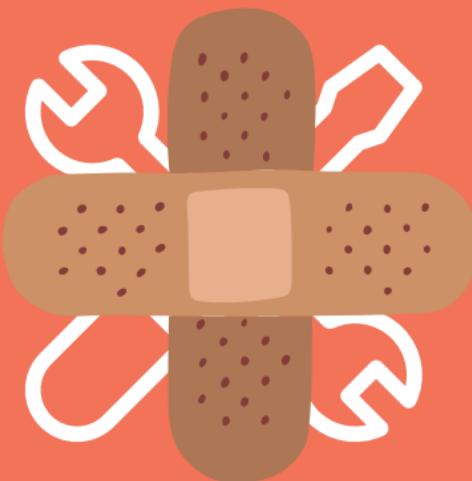
tool



talk about your feelings in a safe  
way, publicly or privately

3  
Round

tool Cards



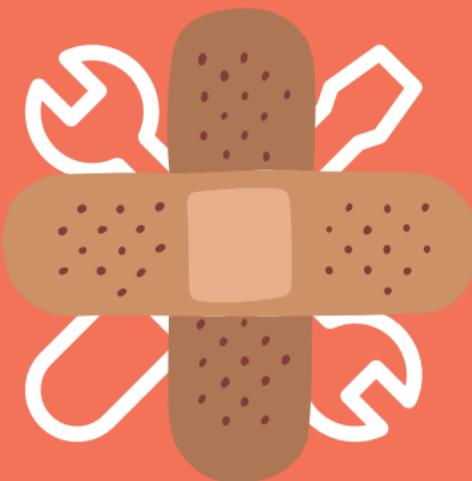
tool



try to understand  
and accept yourself

3  
Round

tool Cards



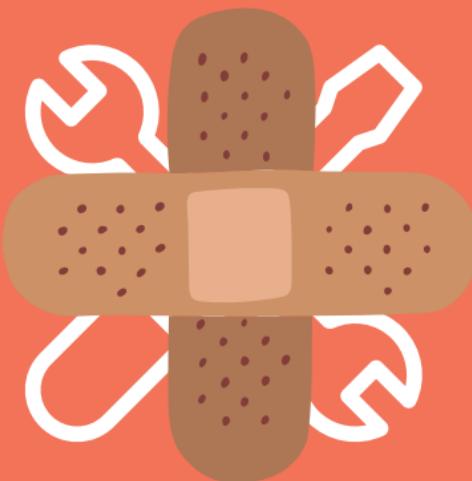
tool



physical activity:  
please share how you love to move

3  
Round

tool Cards



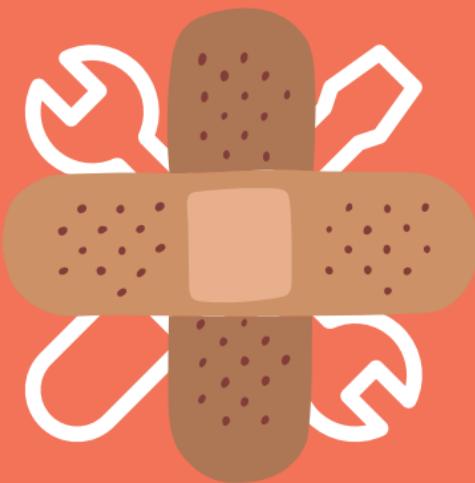
tool



peer support

Round  
3

tool Cards



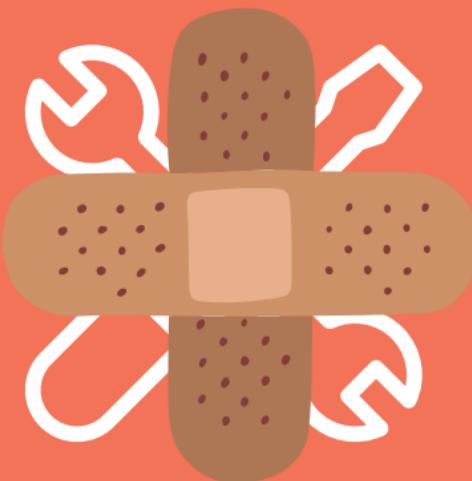
tool



open communication  
to build understanding with others

3  
Round

tool Cards



tool

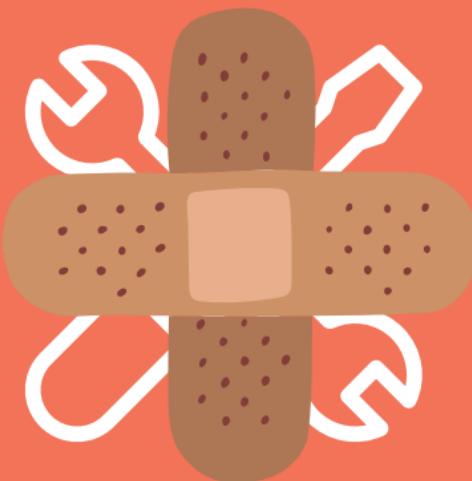


being with your emotions:  
self-regulation can look like...

- naming your emotions
- taking a step back
- breathing and count to 5
- doing something gentle for your body

3  
Round

tool Cards



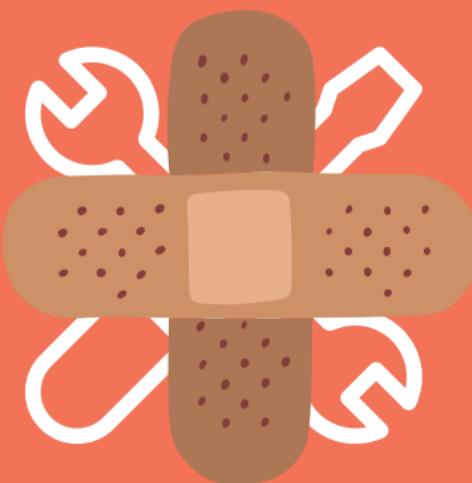
tool



talk about your feelings in a safe  
way, publicly or privately

3  
Round

tool Cards



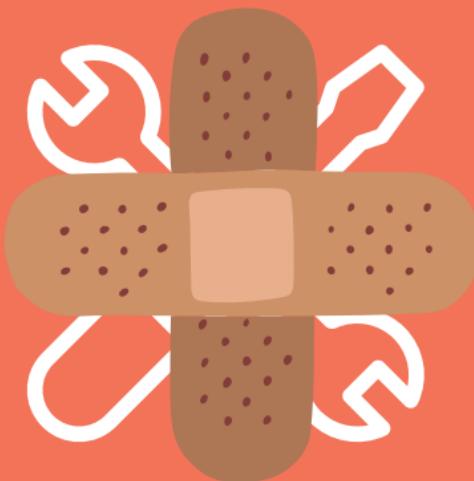
tool



try to understand  
and accept yourself

3  
Round

tool Cards



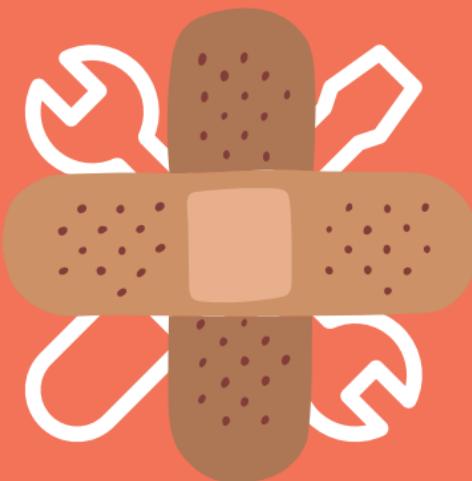
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physical activity:  
please share how you love to move

3  
Round

tool Cards



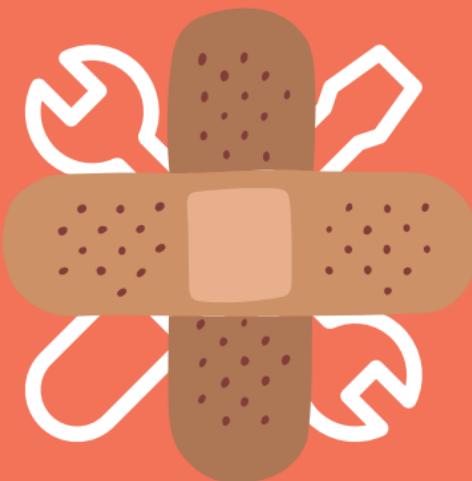
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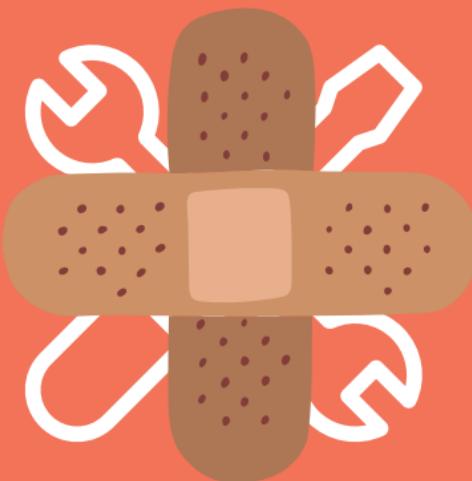
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3  
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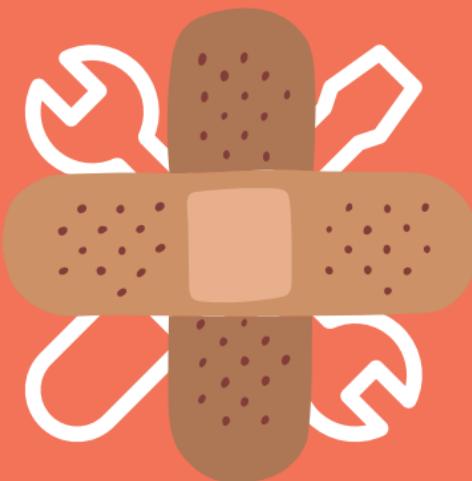


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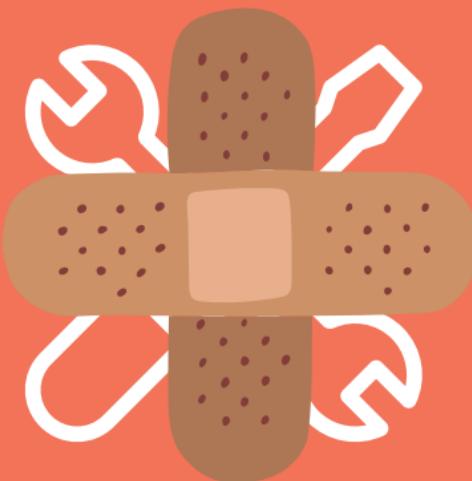
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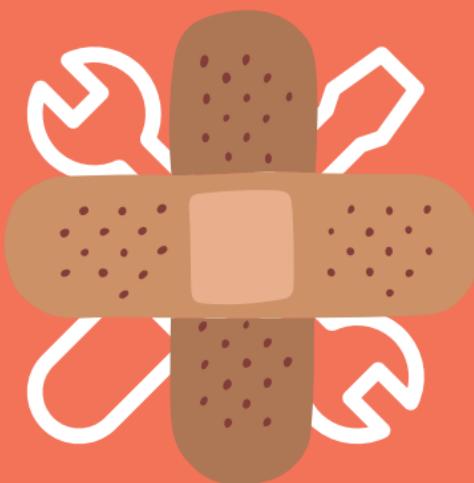
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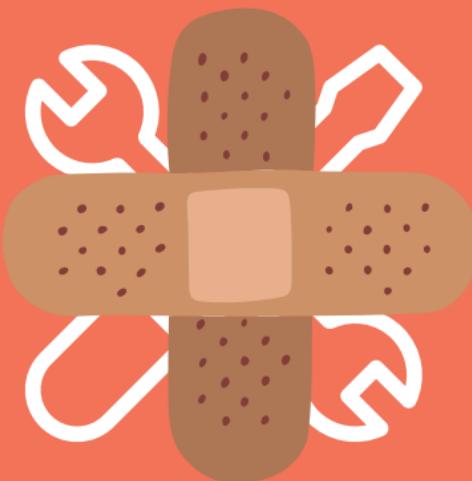
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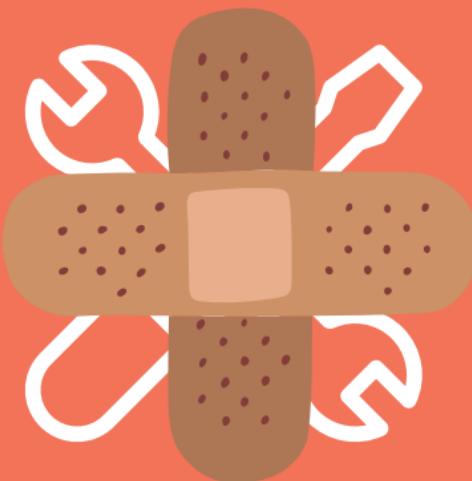
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Round

tool Cards



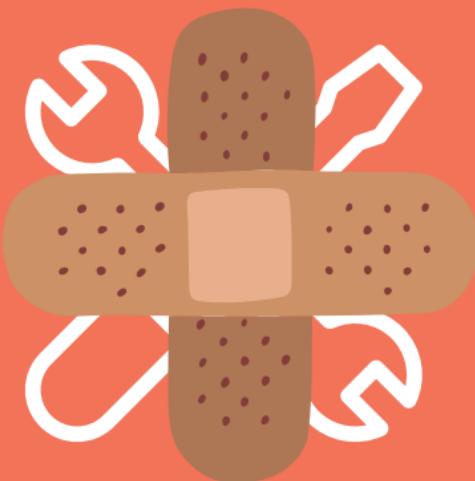
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open communication  
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3  
Round

tool Cards



tool

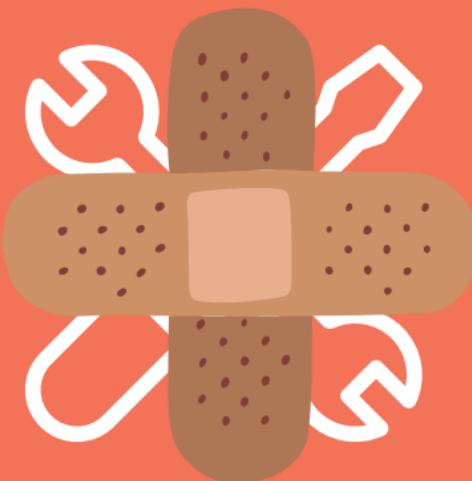


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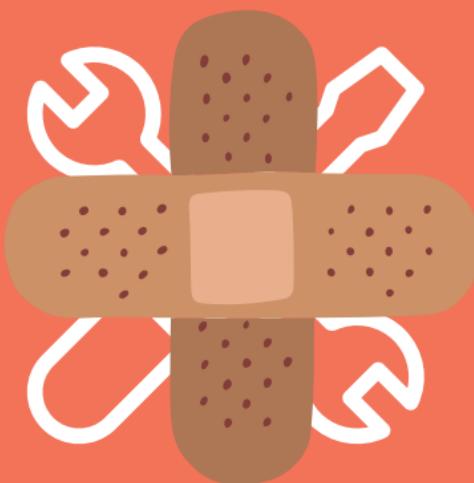
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tool Cards



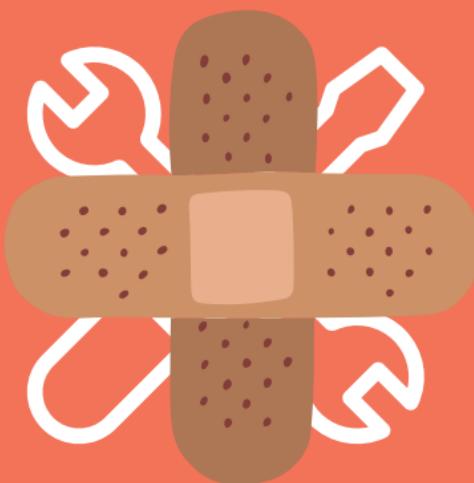
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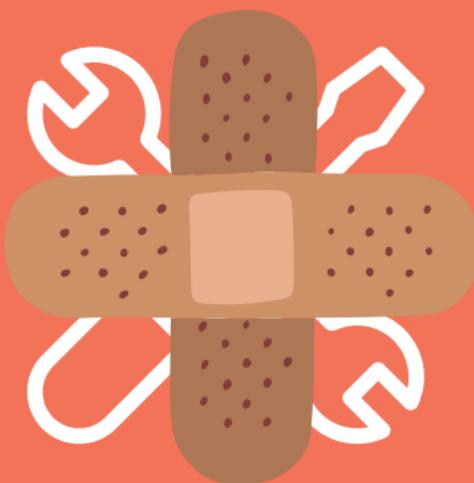
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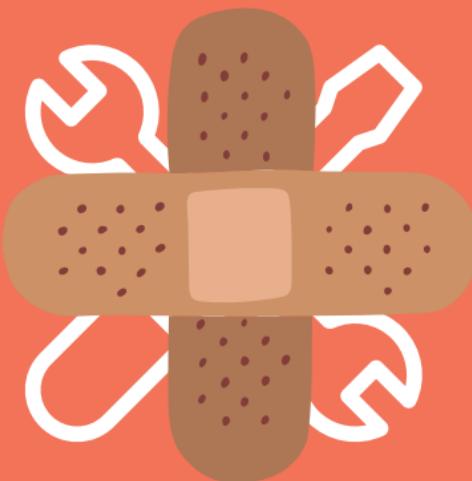
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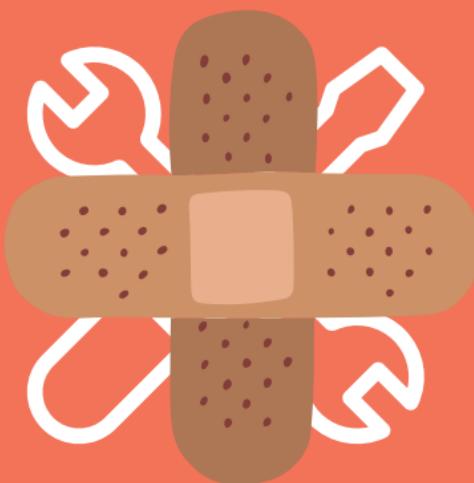
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tool Cards



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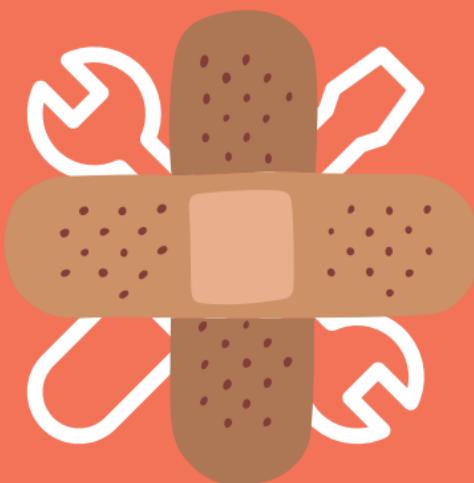


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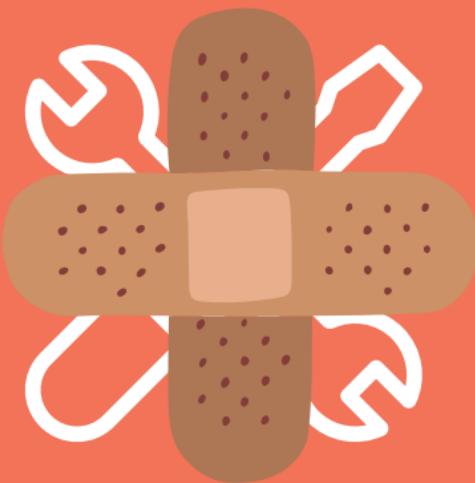
tool

what is your tool?



3  
Round

tool Cards



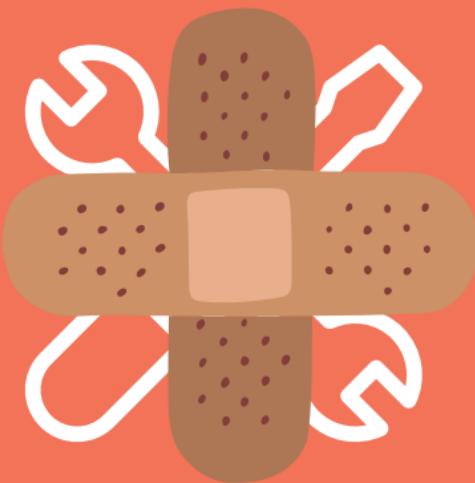
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Round  
3

Tool Cards



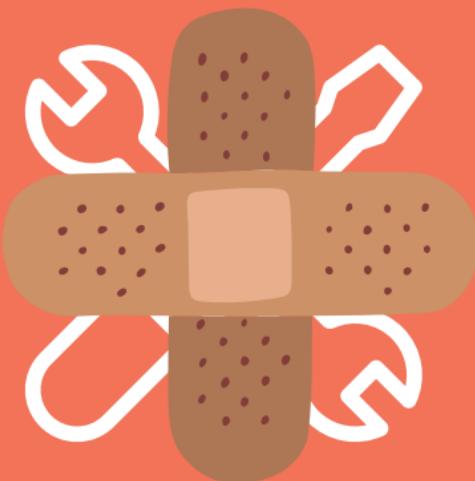
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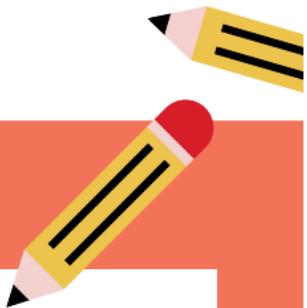
Round  
3

Tool Cards



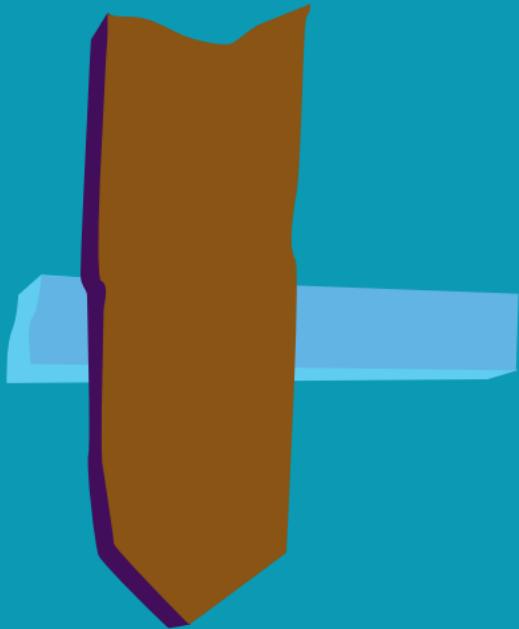
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what is your tool?



Round  
3

Place Cards



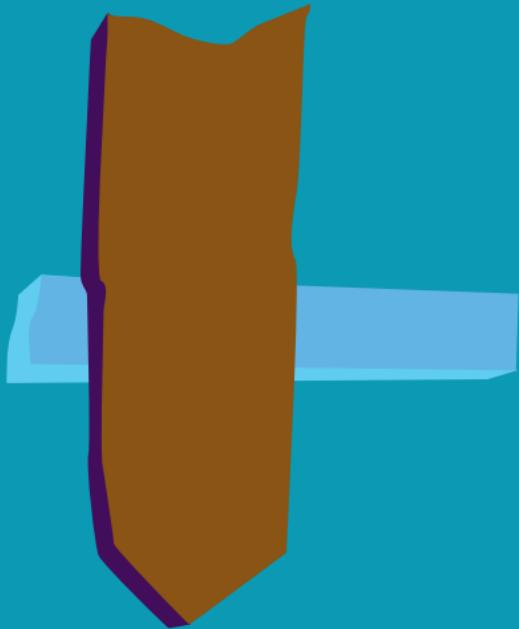
place



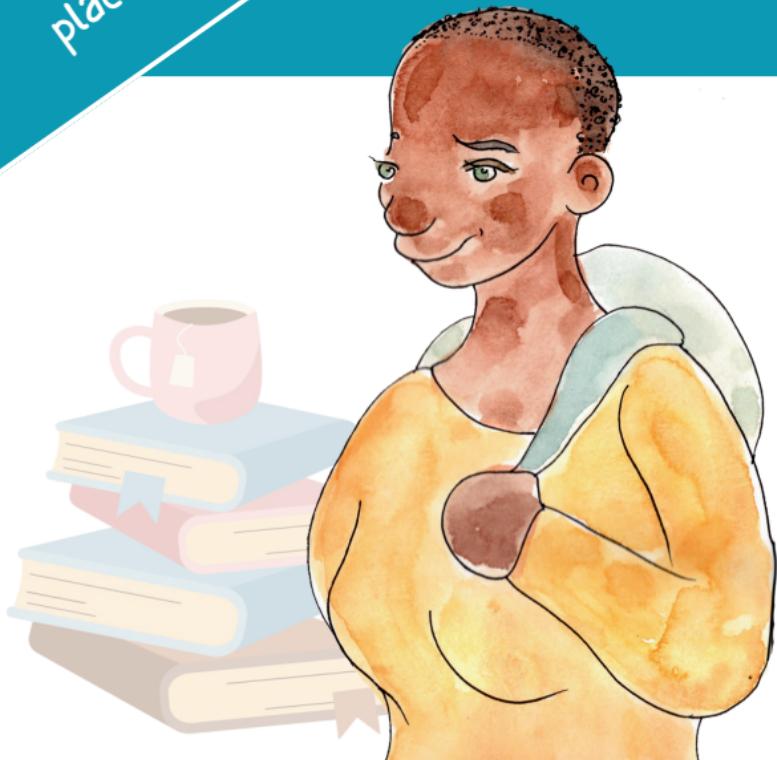
places in nature  
or by water

3  
Round

Place Cards



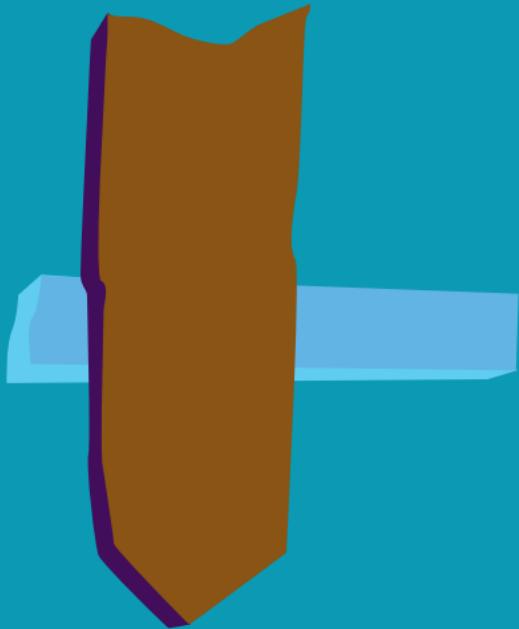
place



places of knowledge  
and support

3  
Round

Place Cards



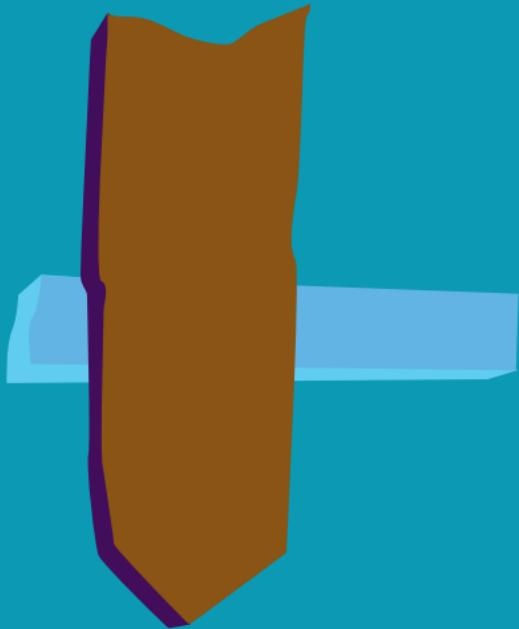
place



places of community connection

3  
Round

Place Cards



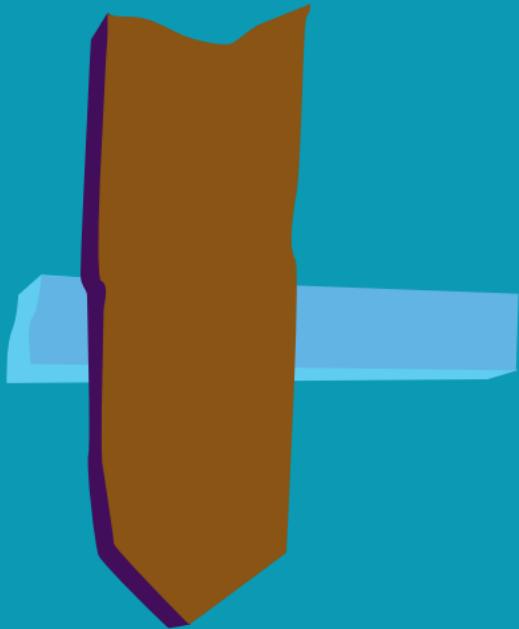
place



places of meditation and dreams:  
memories and poetry circles

3  
Round

Place Cards



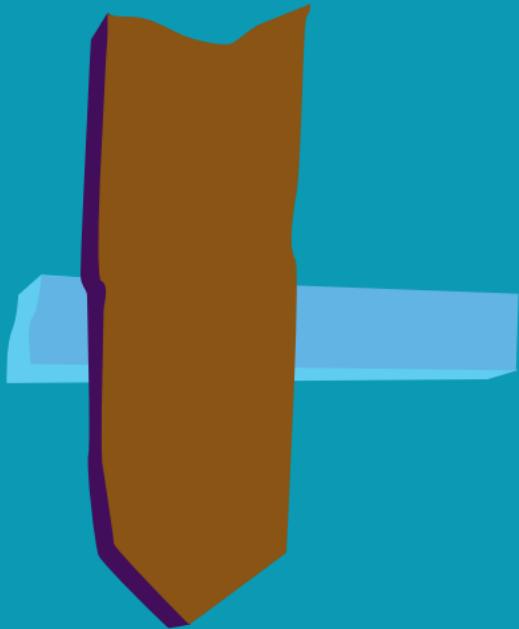
place



places where people can  
take care of you

3  
Round

Place Cards



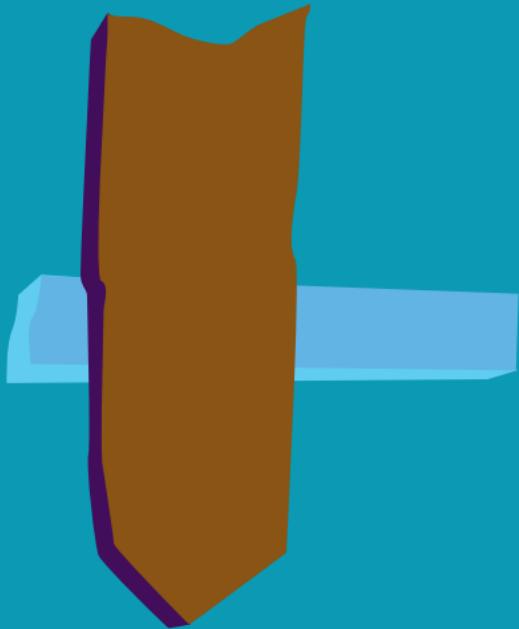
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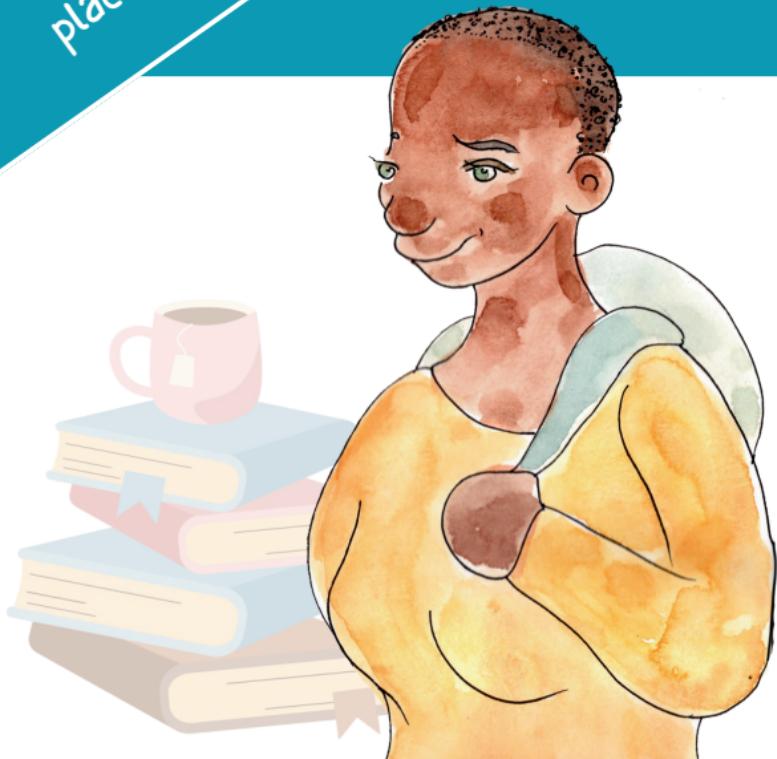
places in nature  
or by water

3  
Round

Place Cards



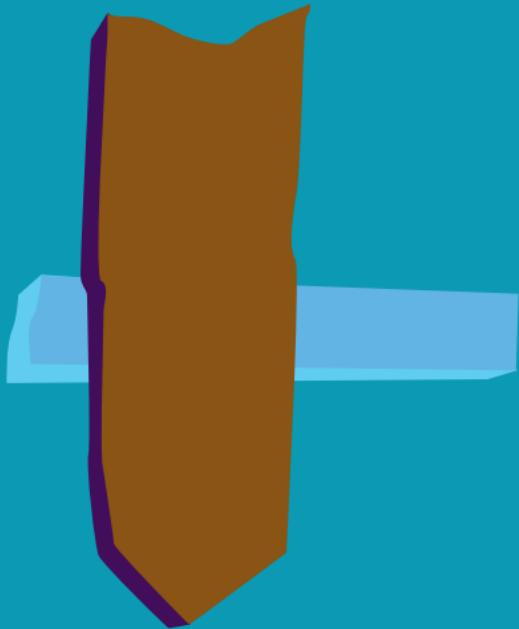
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places of knowledge  
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3  
Round

Place Cards



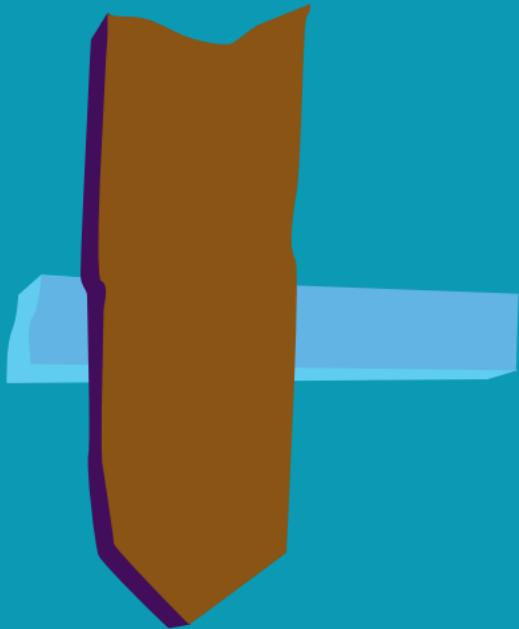
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places of community connection

Round  
3

Place Cards



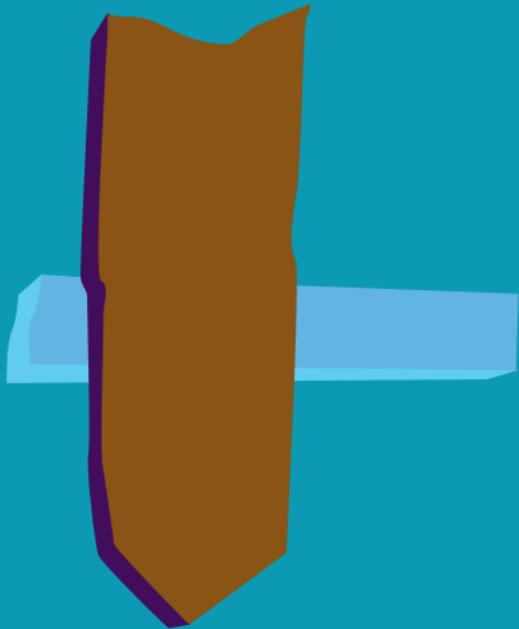
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3  
Round

Place Cards



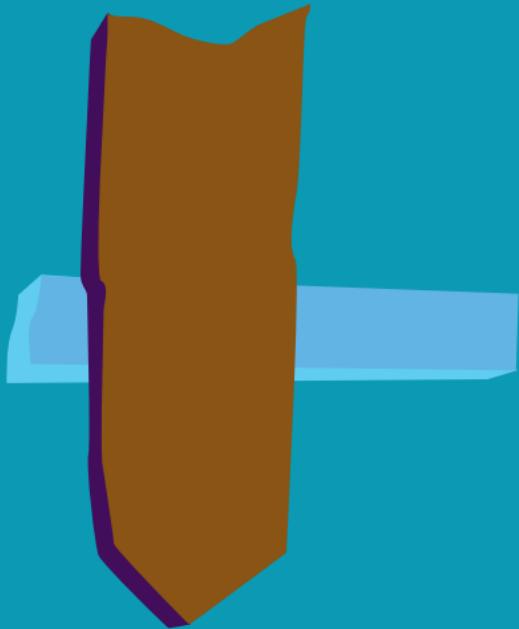
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Place Cards



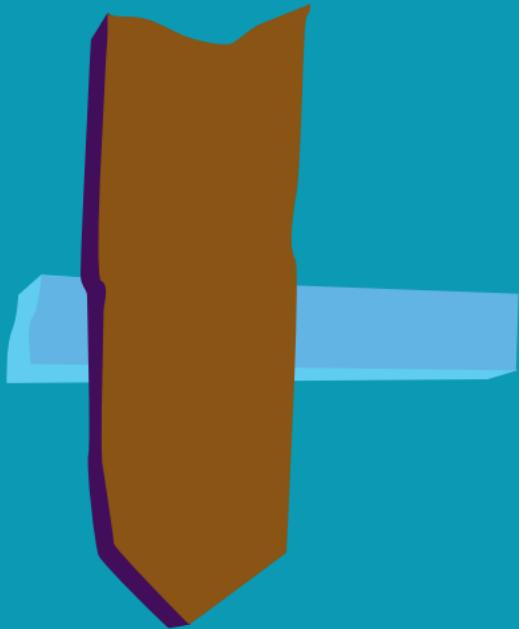
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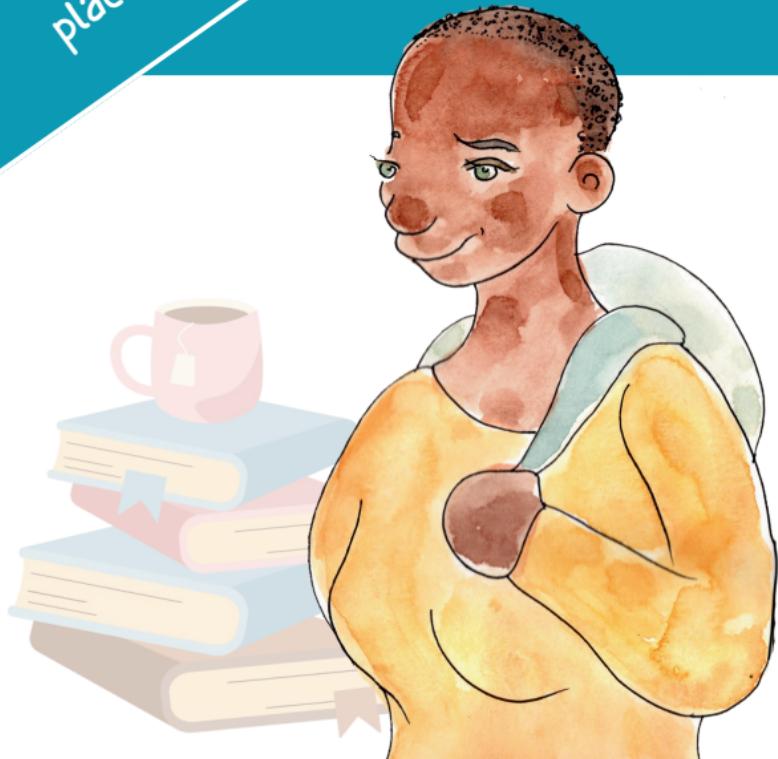
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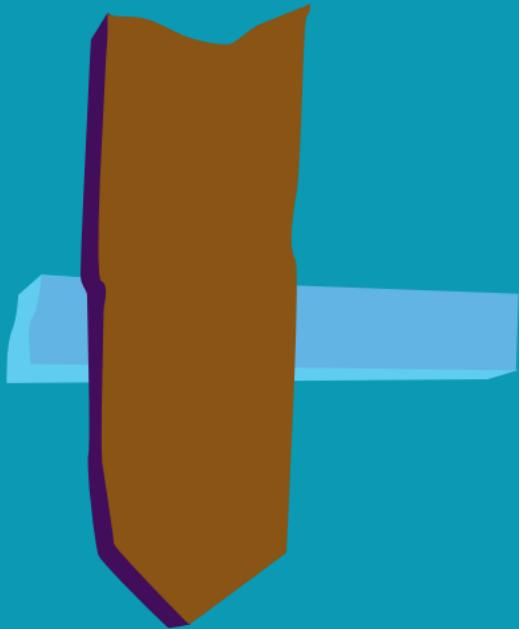
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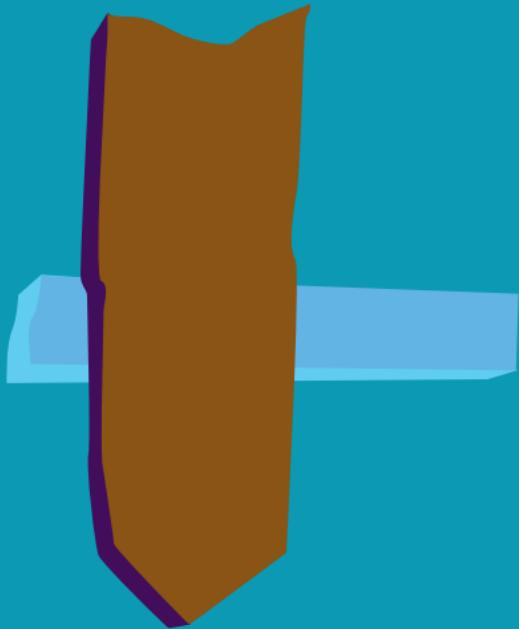
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places of community connection

3  
Round

Place Cards



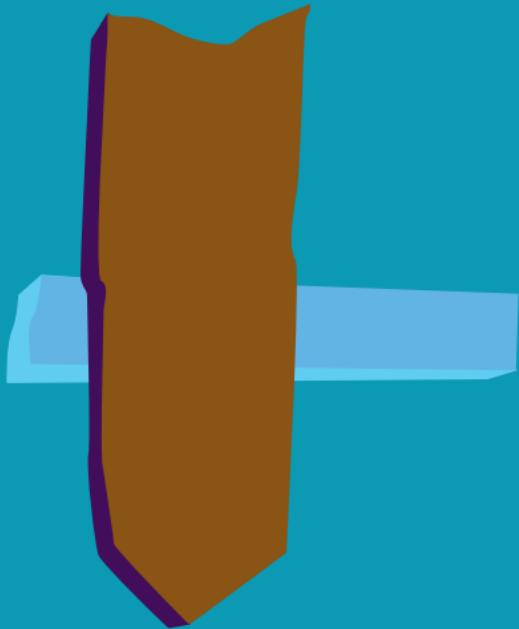
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3

Place Cards



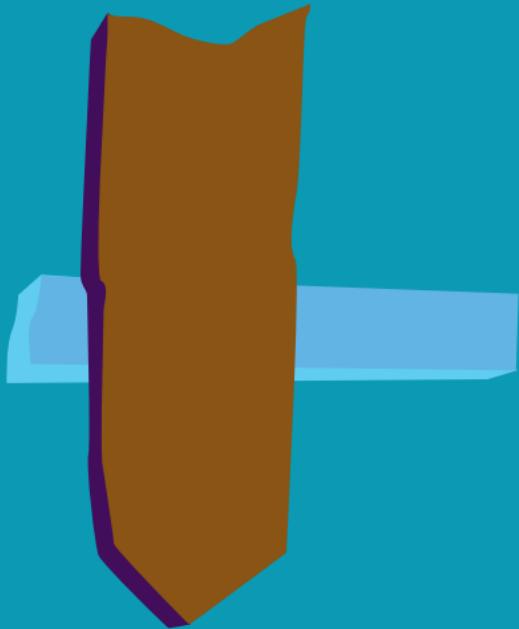
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Place Cards



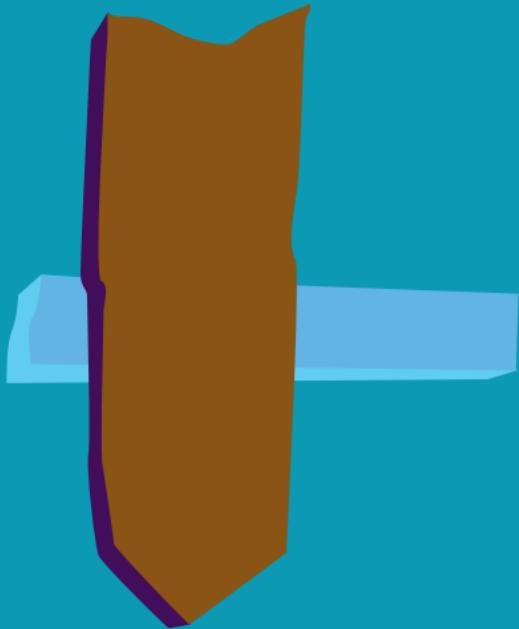
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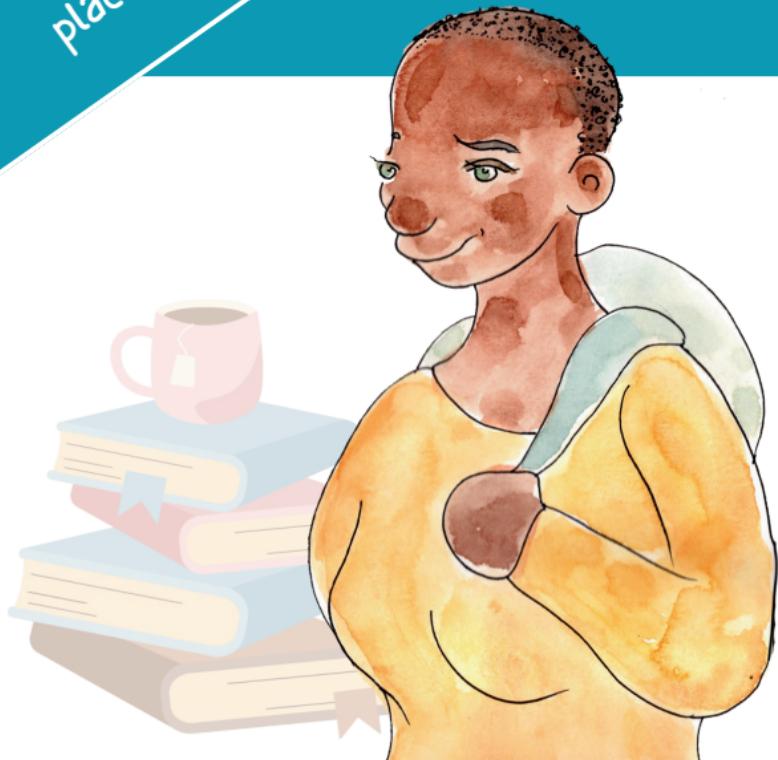
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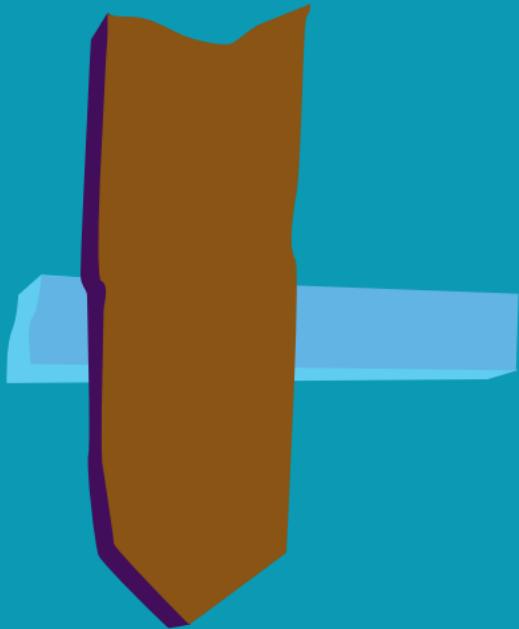
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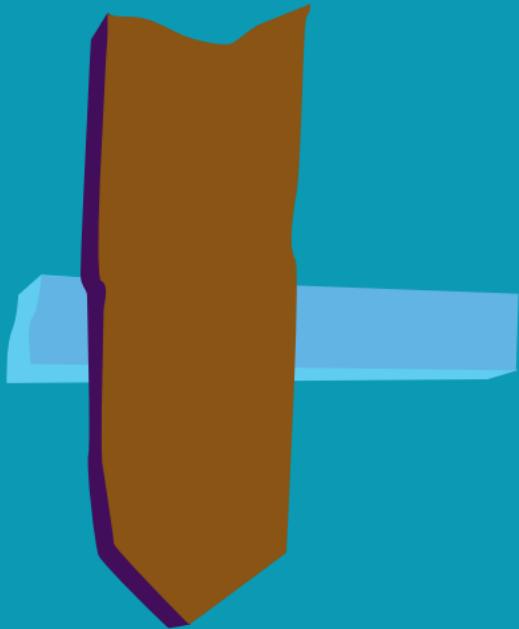
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Place Cards



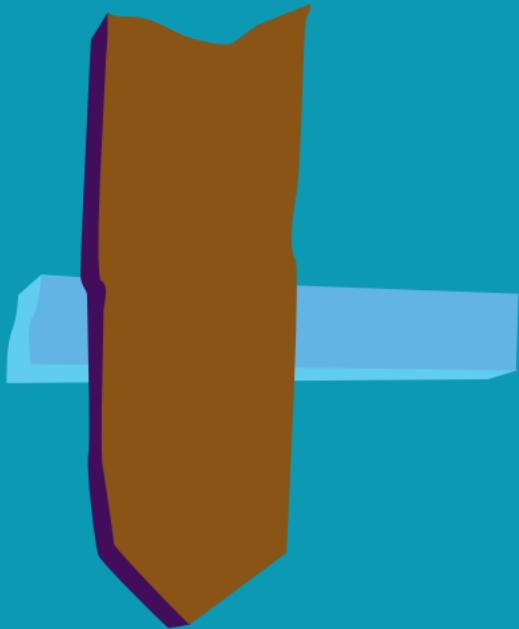
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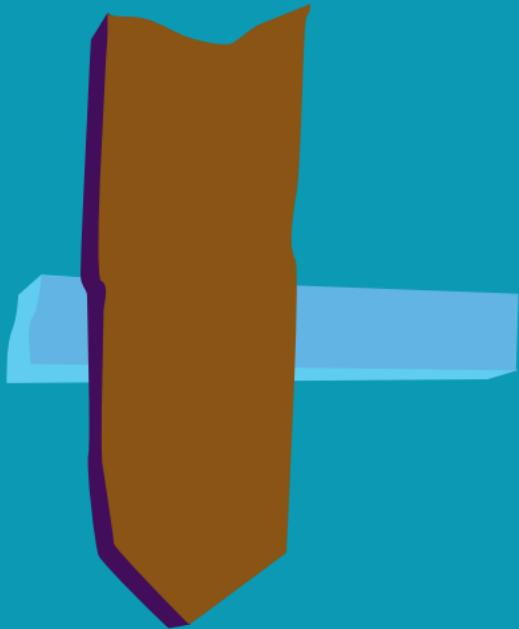
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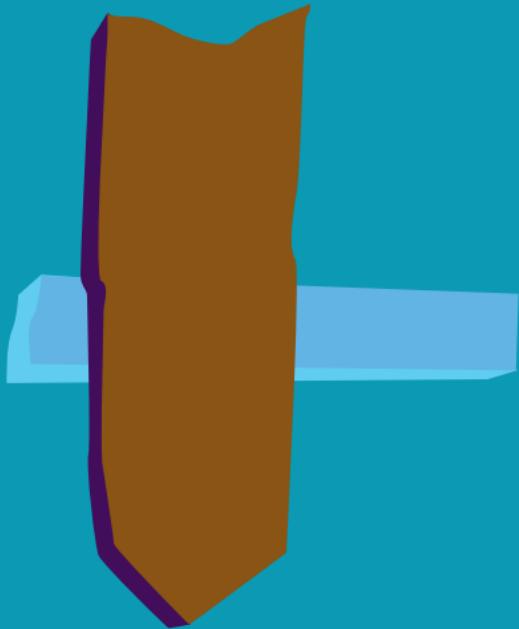
place

where is your special place?



3  
Round

Place Cards



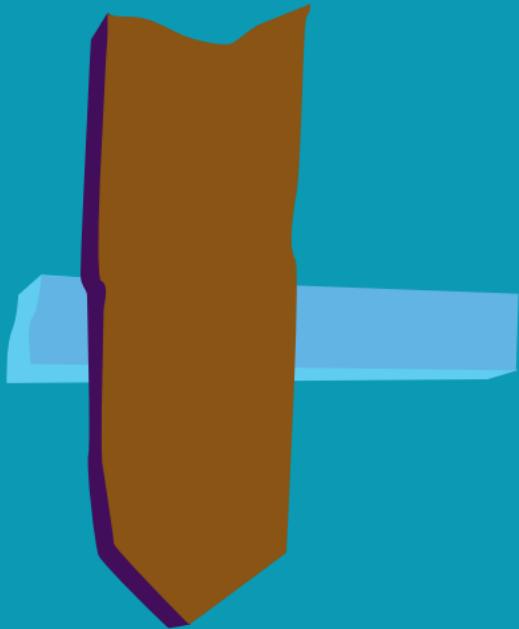
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3  
Round

Place Cards



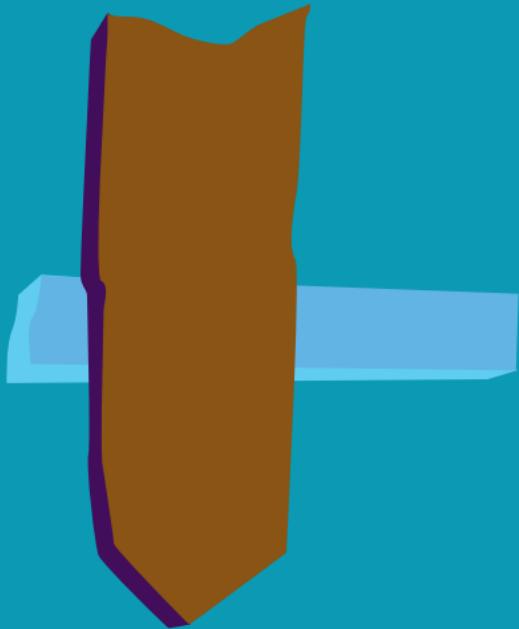
place

where is your special place?



3  
Round

Place Cards



place

where is your special place?





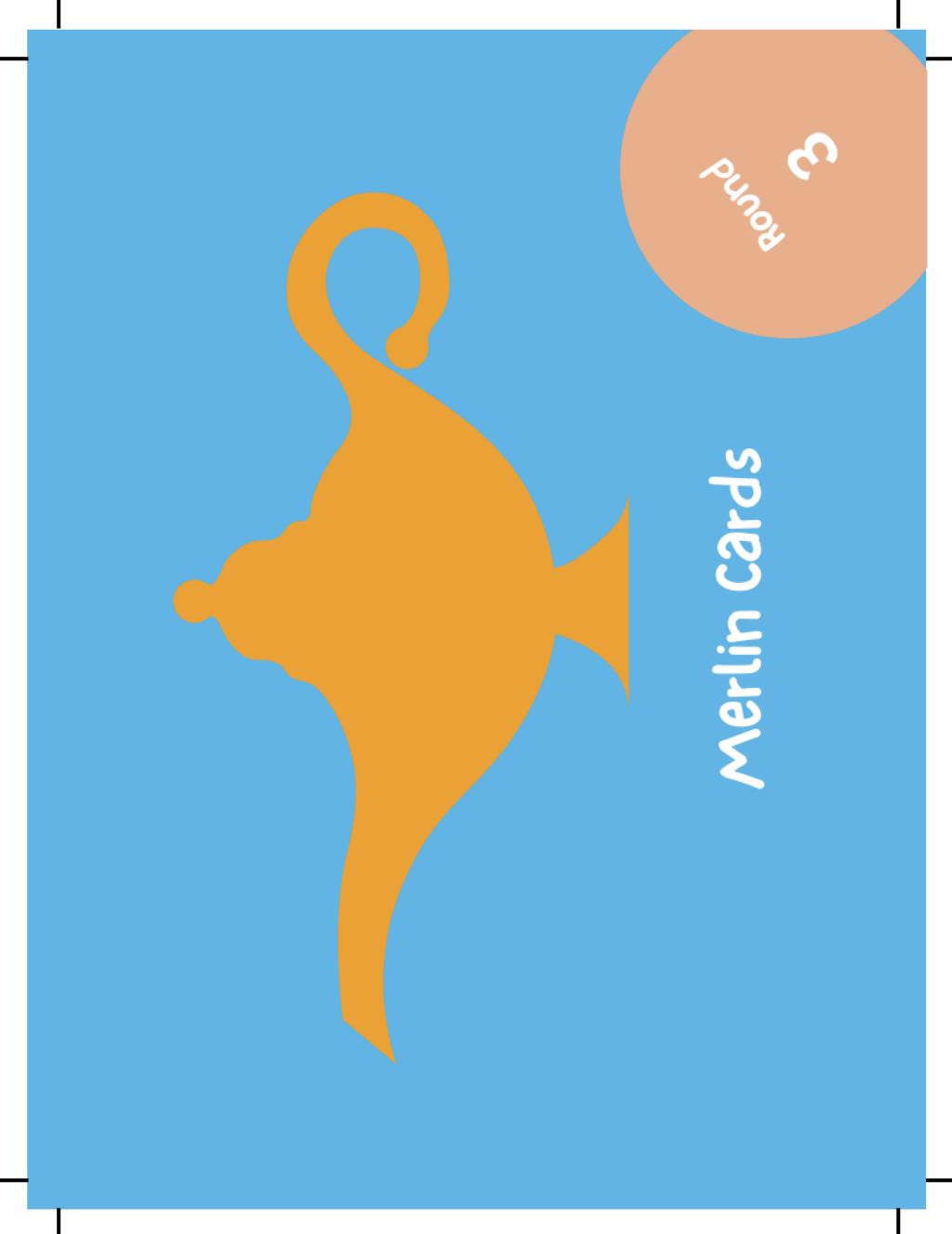
Round 3

Merlin Cards

merlin



step back and journal for a moment:  
you could write a poem or draw



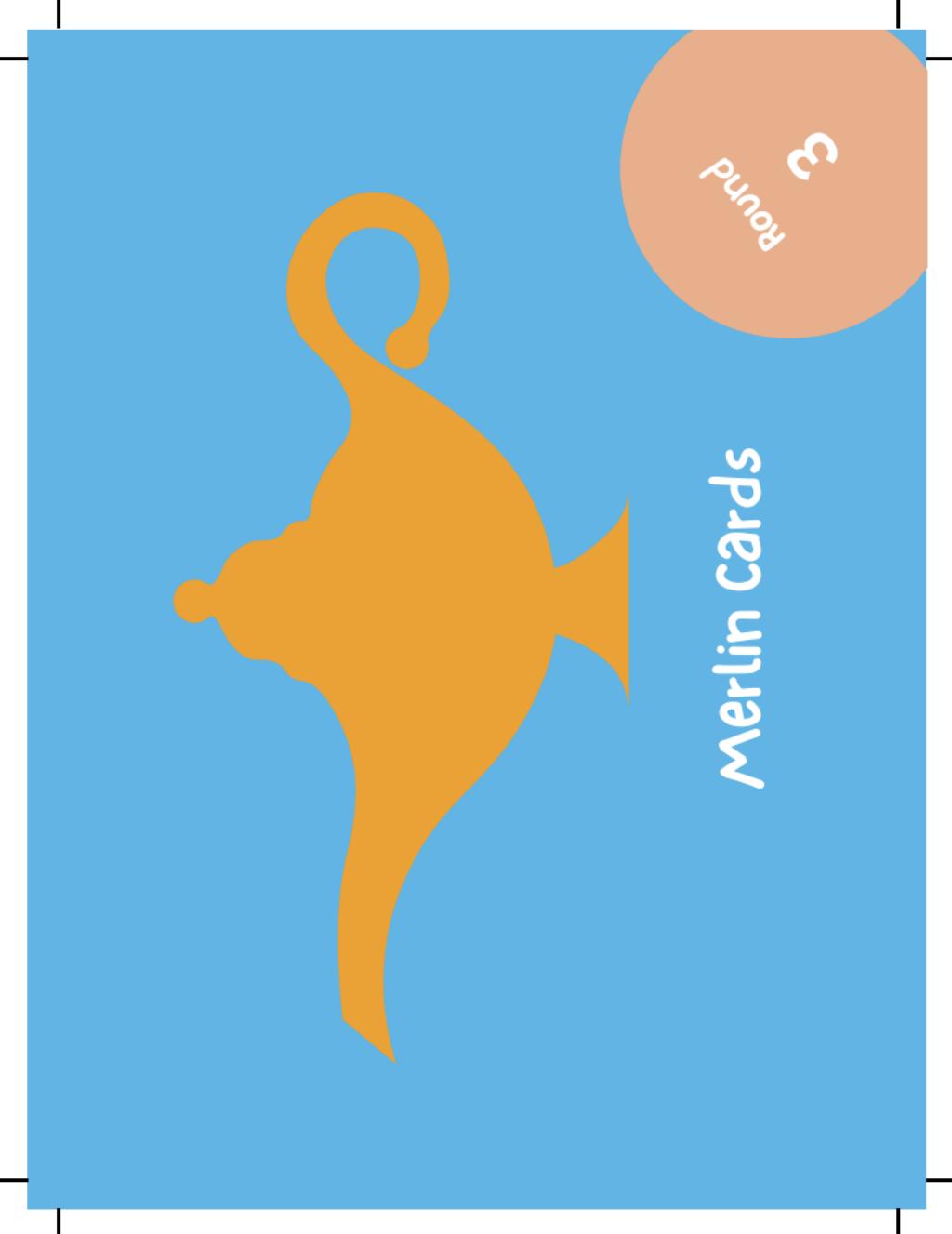
Round 3

Merlin Cards

merlin



your genie waits within this lamp,  
ready to grant three wishes.  
Step aside, breathe and regain your  
calm before returning



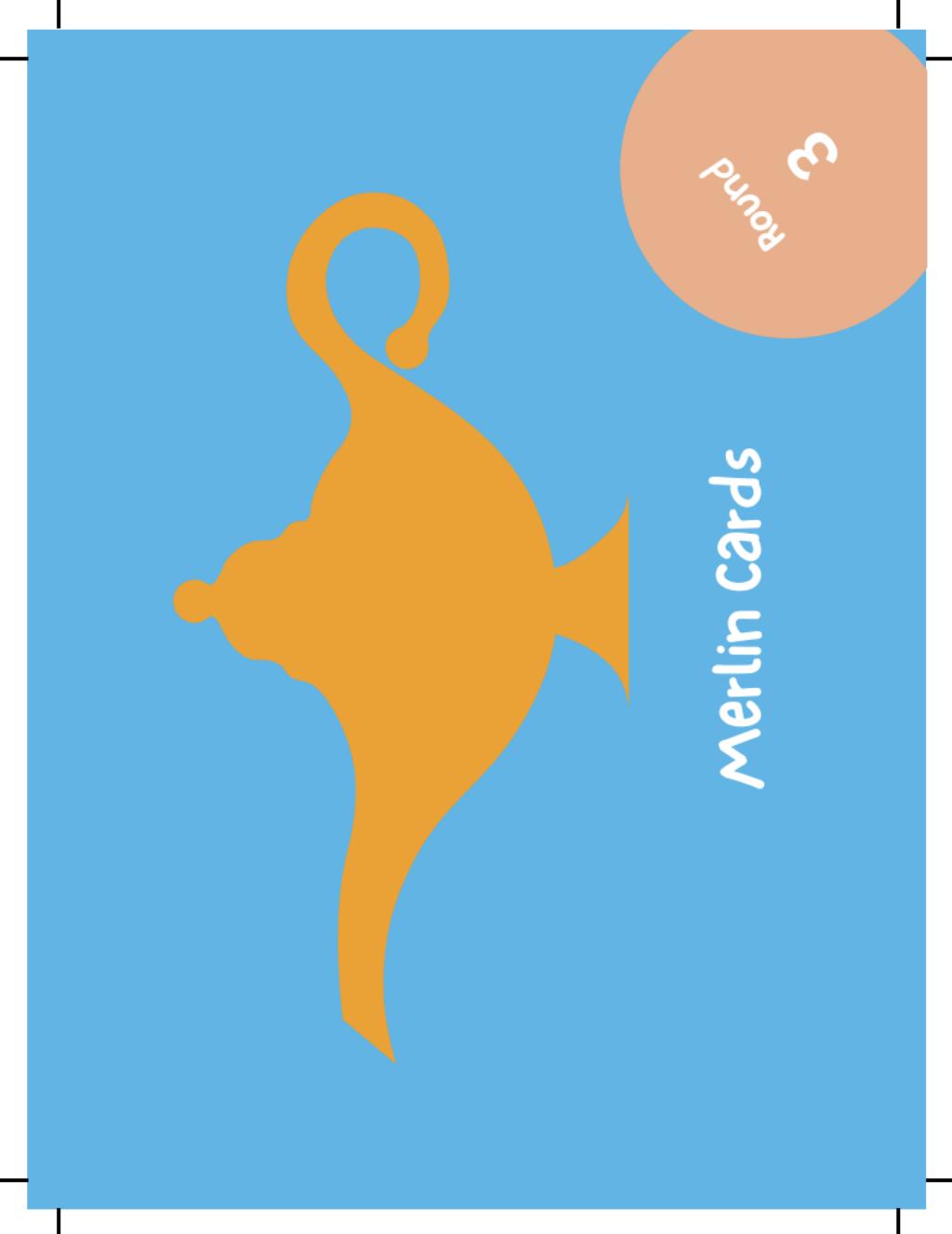
Round 3

Merlin Cards

merlin



try to find an animal  
to be around



Round  
3

Merlin Cards

merlin



do a cultural dance together  
(teach/learn)



Round 3

Merlin Cards

merlin



take a break to practice some  
mindfulness  
(give a small example, like noting)



Round 3

Merlin Cards

merlin



make music:  
play an instrument or write a song



Round 3

Merlin Cards

merlin



pray or be with your  
spiritual practice



Round 3

Merlin Cards

merlin



read or listen  
to books you love



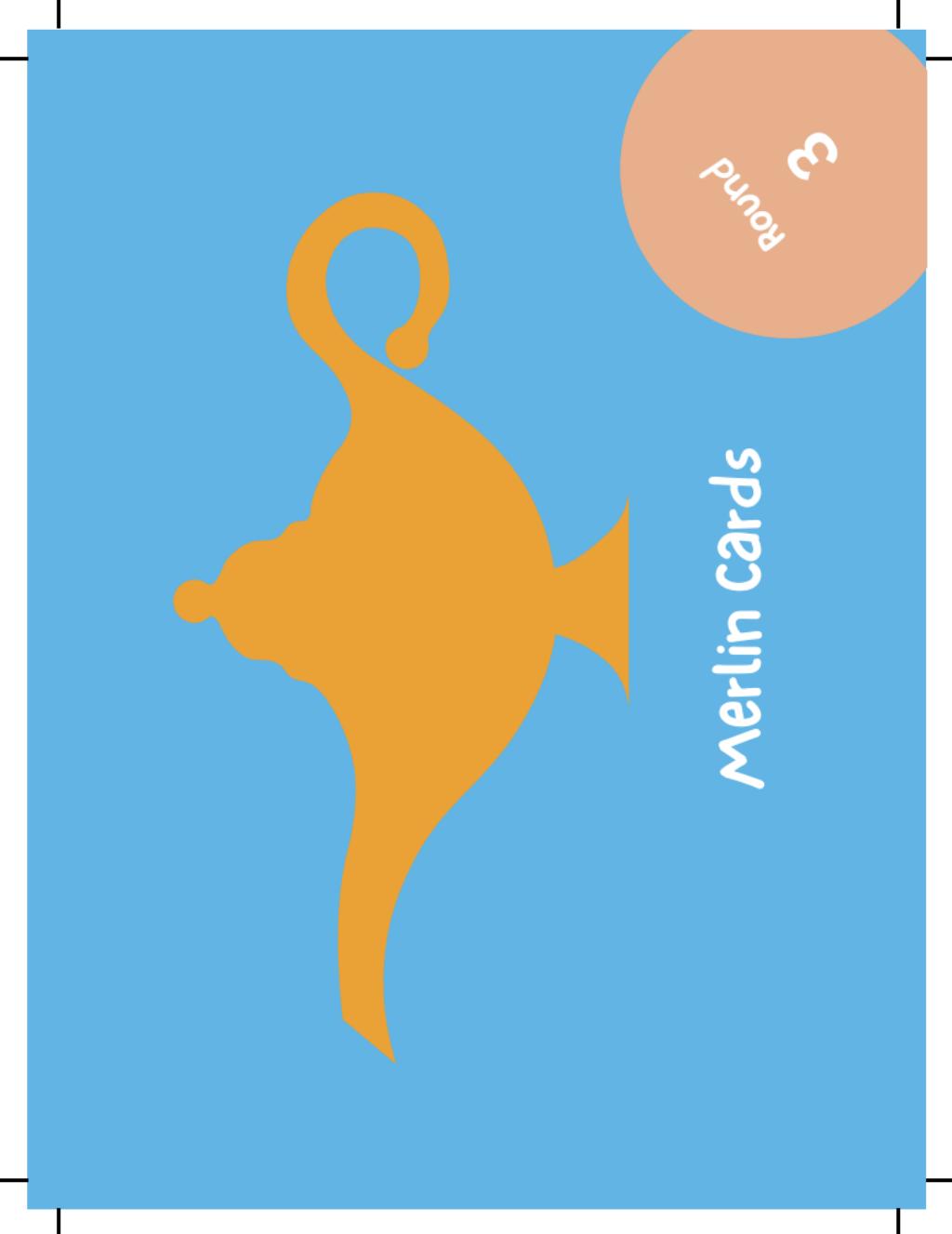
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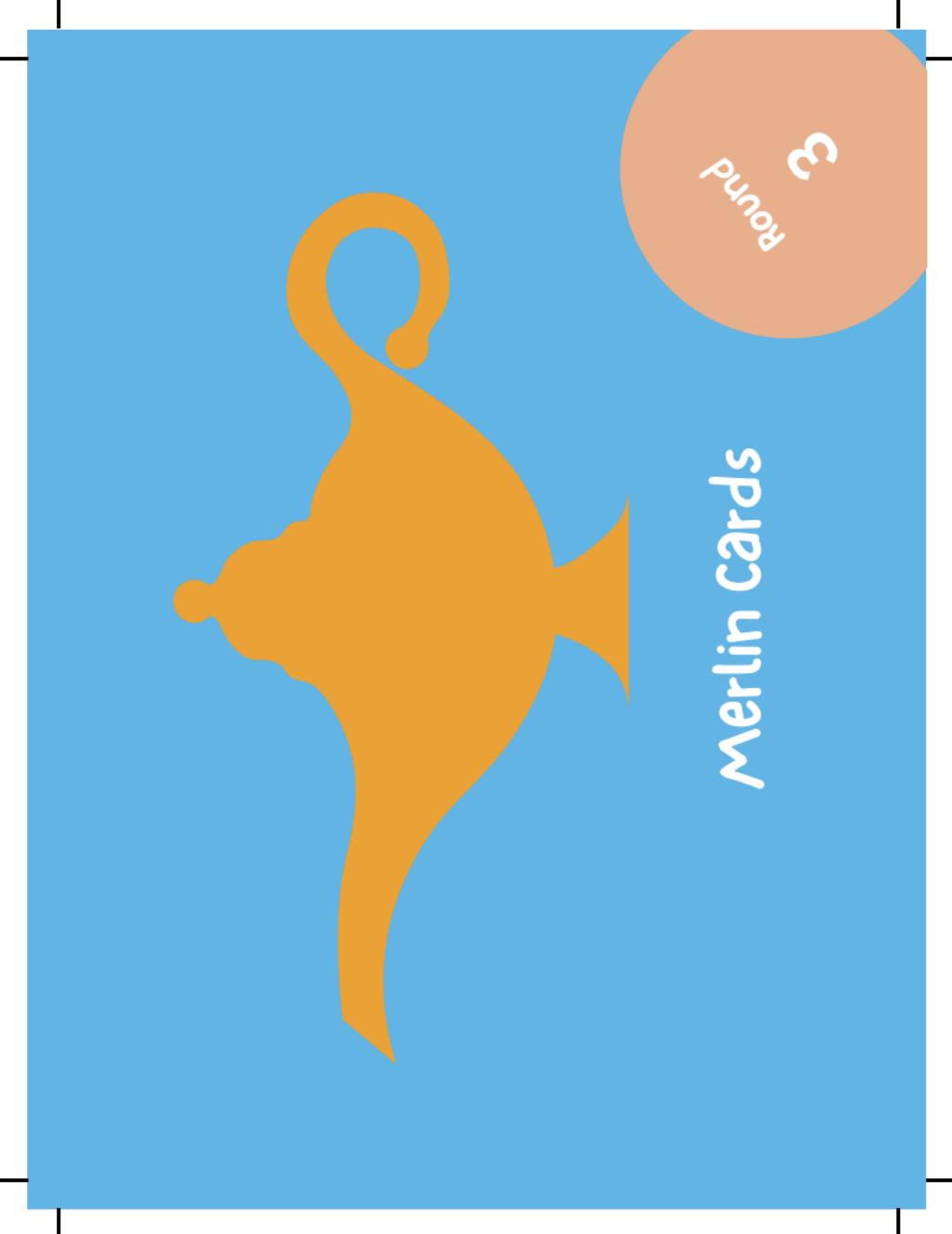
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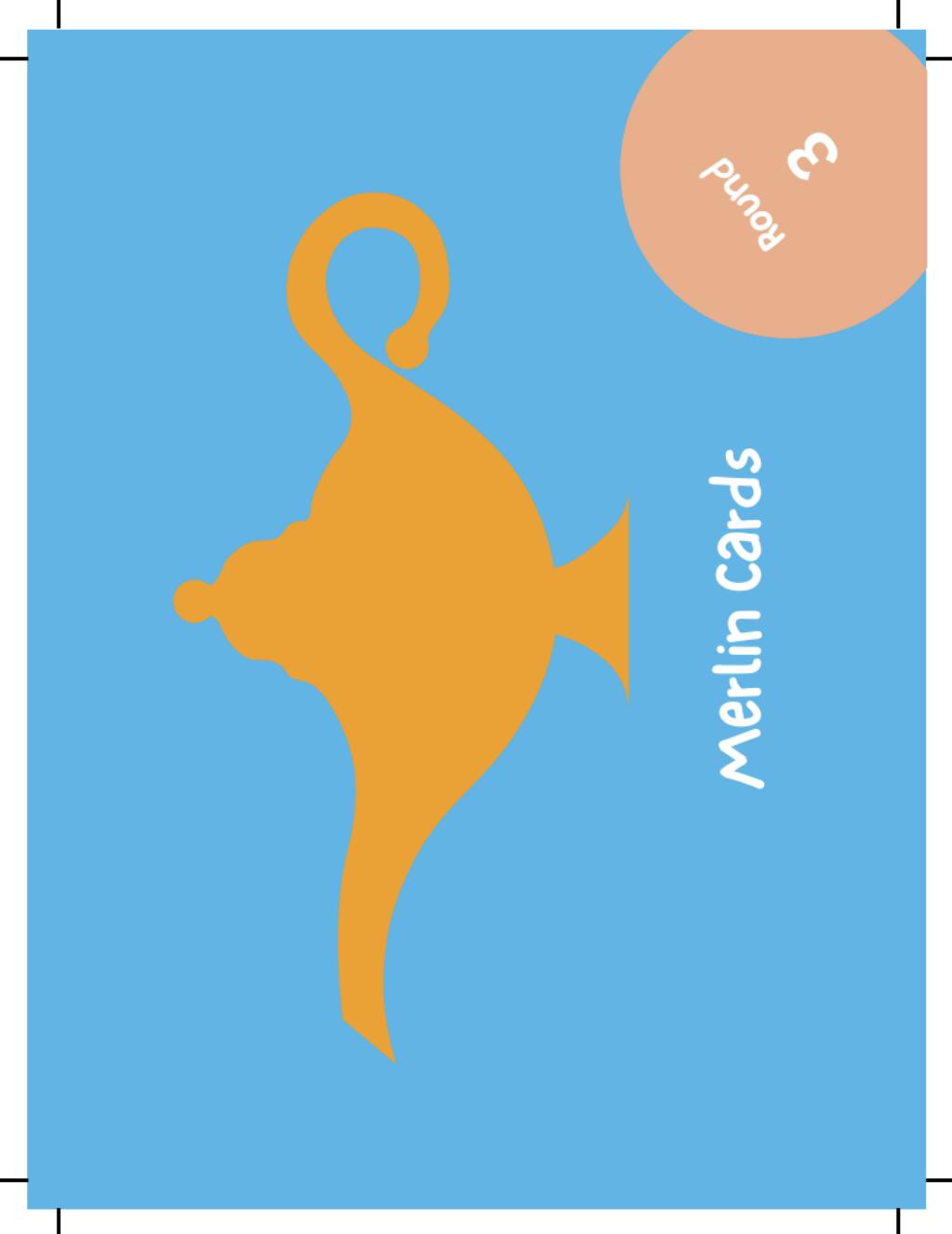
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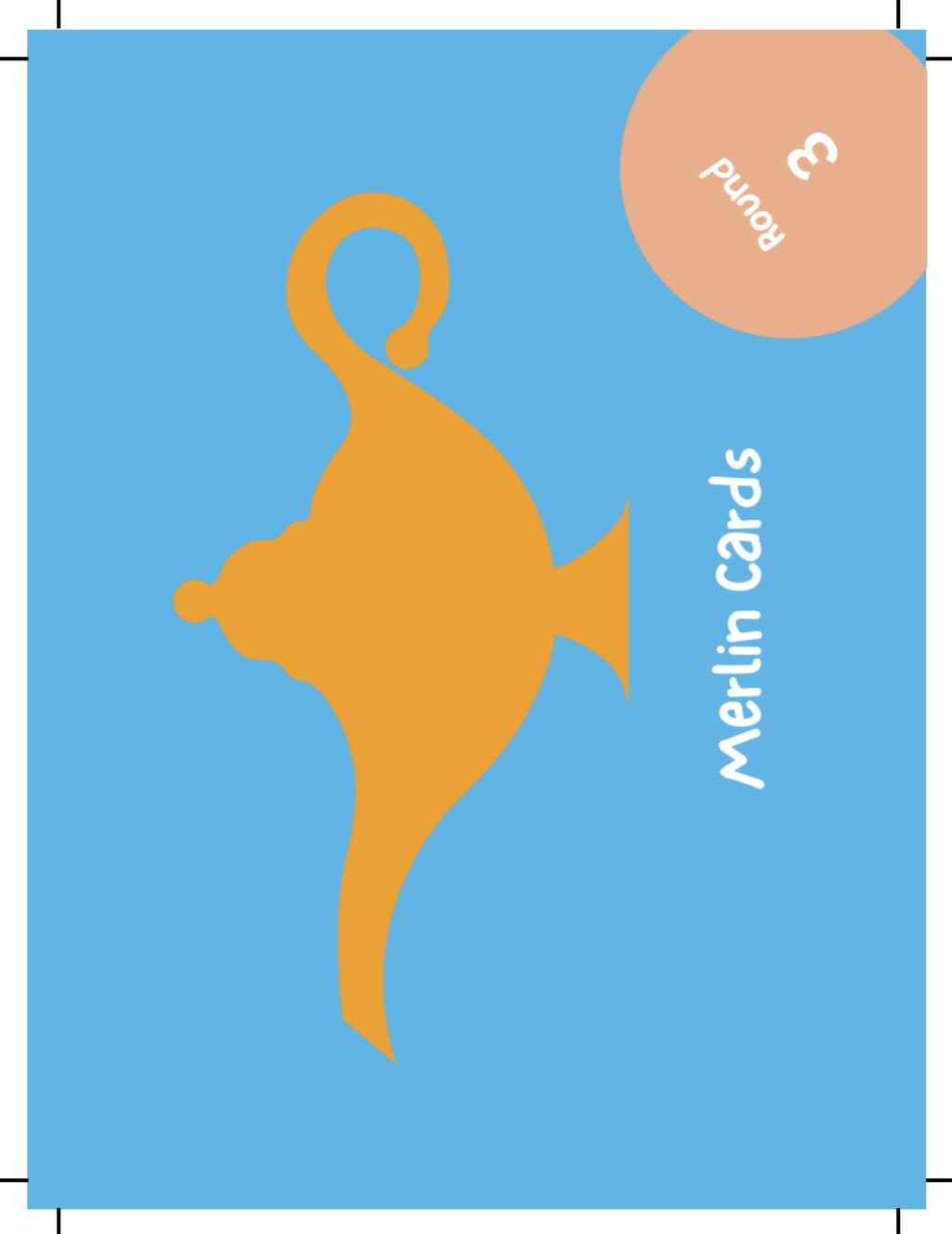
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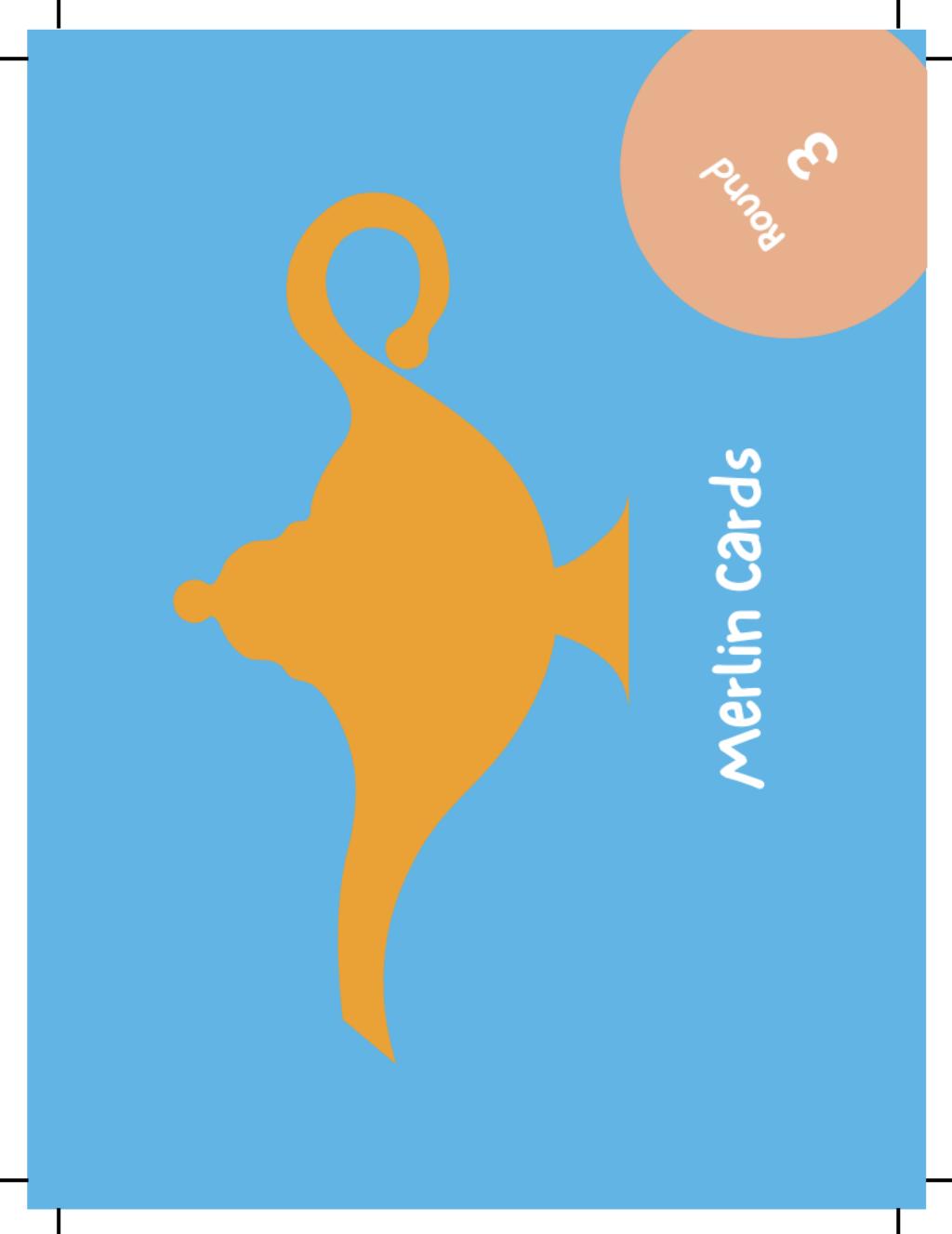
Round  
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Merlin Cards

merlin



read or listen  
to books you love



Round 3

Merlin Cards

merlin



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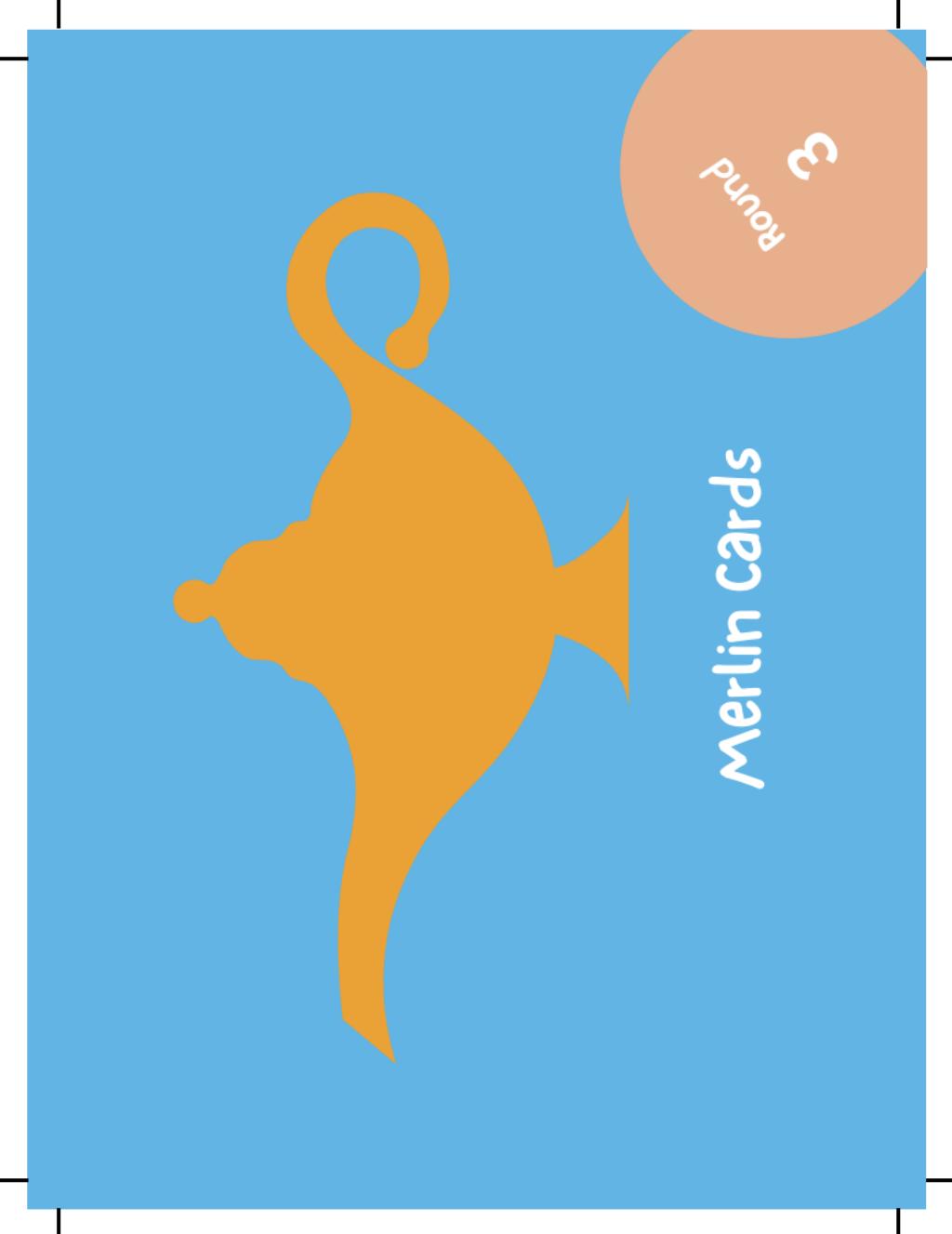
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merlin



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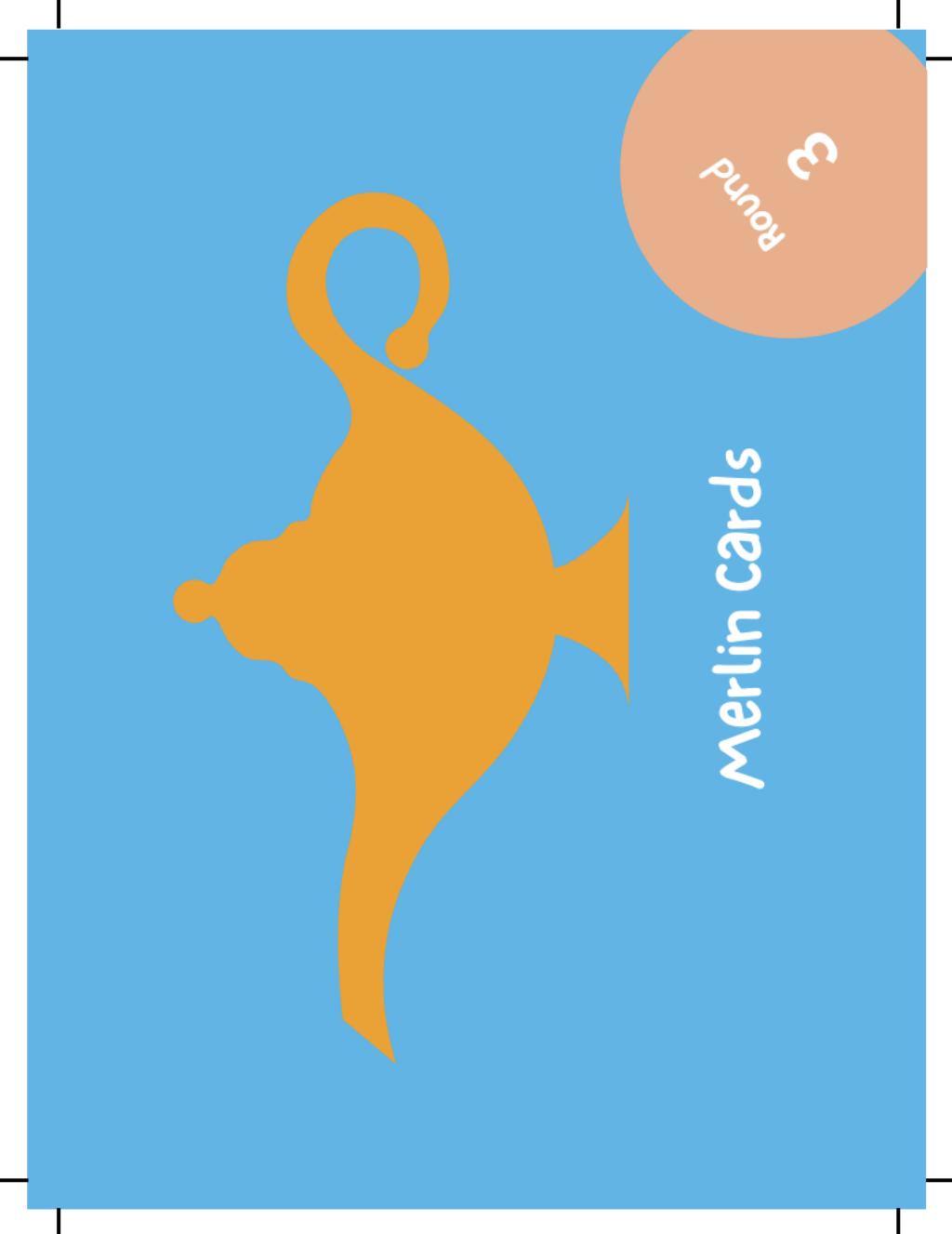
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merlin



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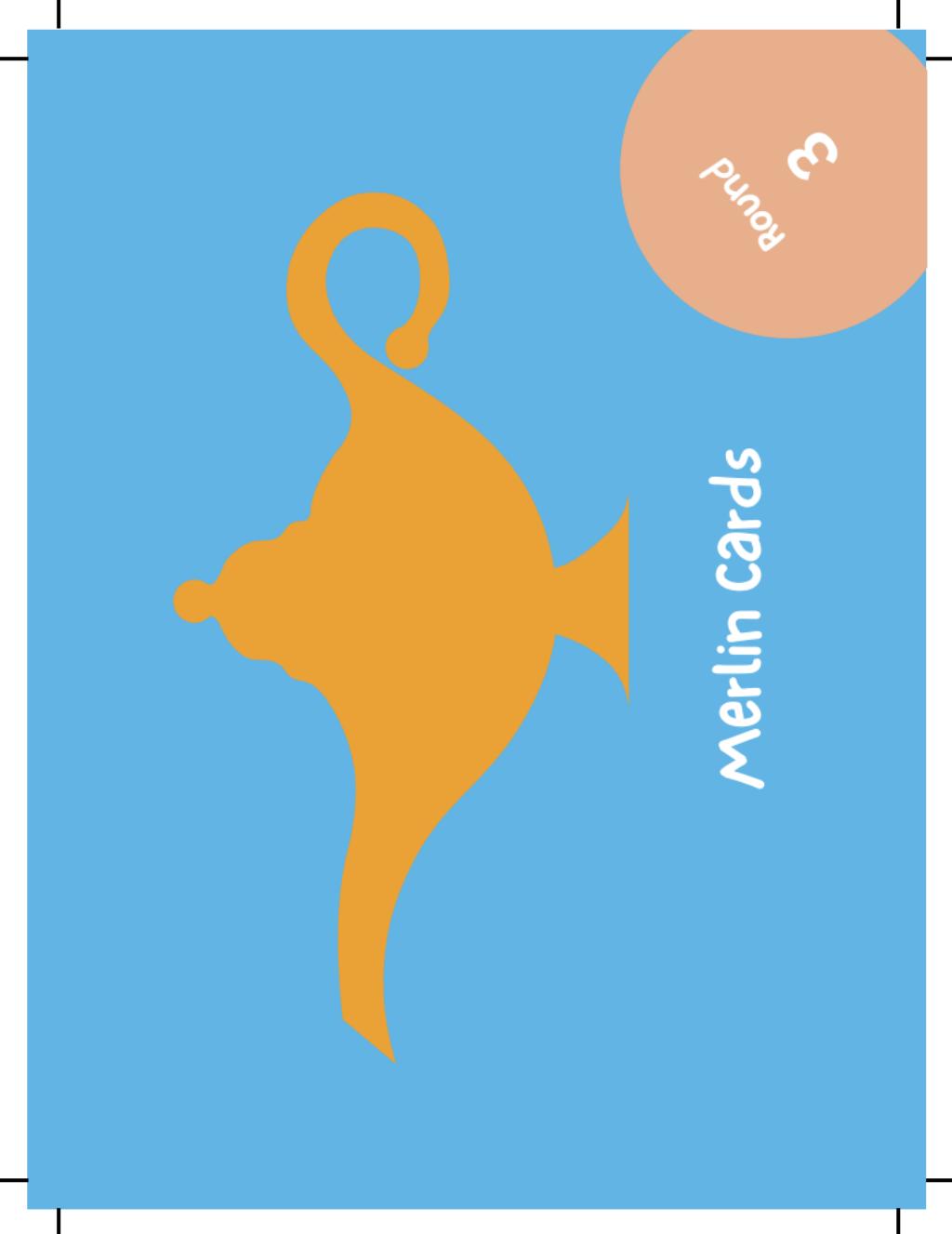
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Merlin Cards

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Round 3

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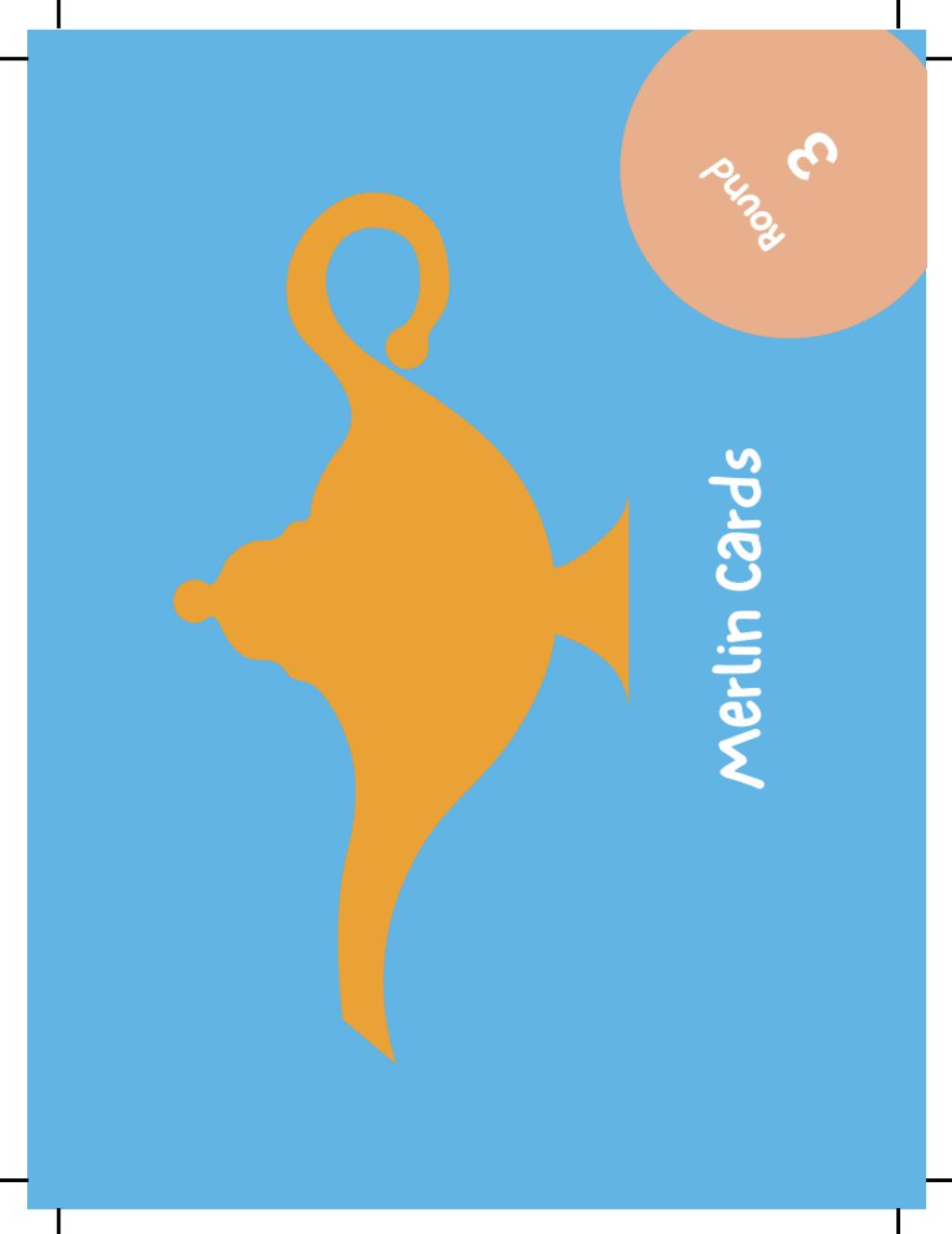
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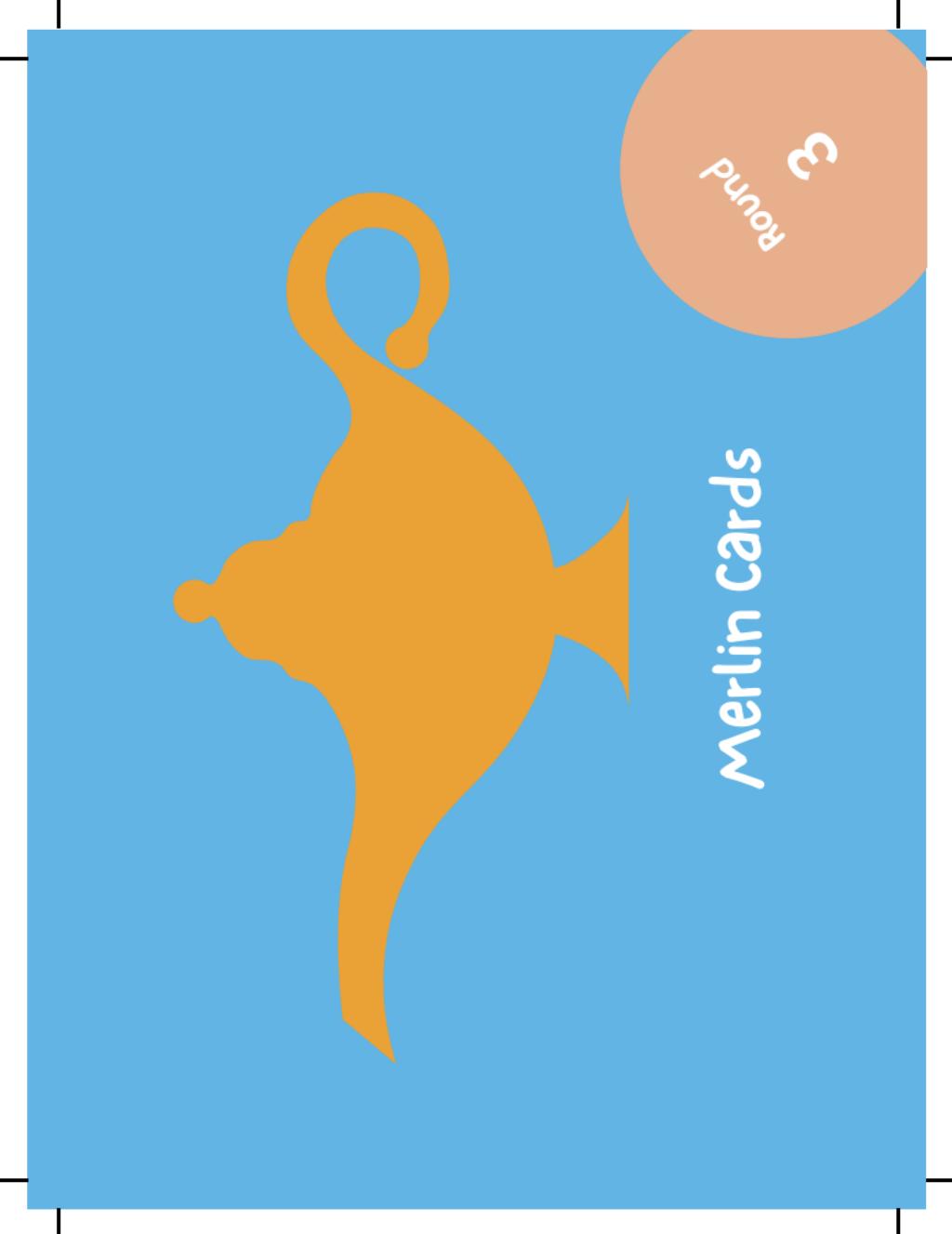
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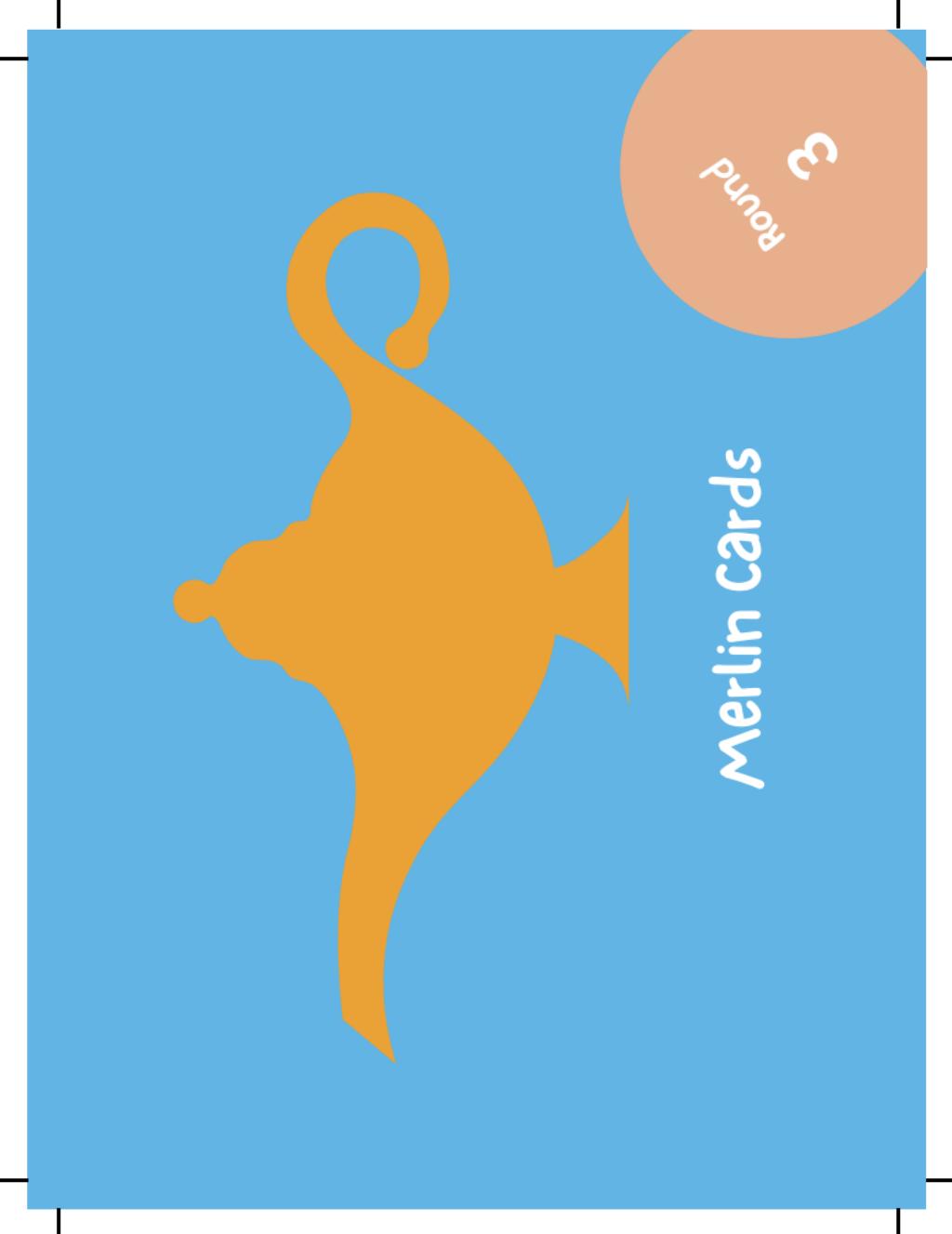
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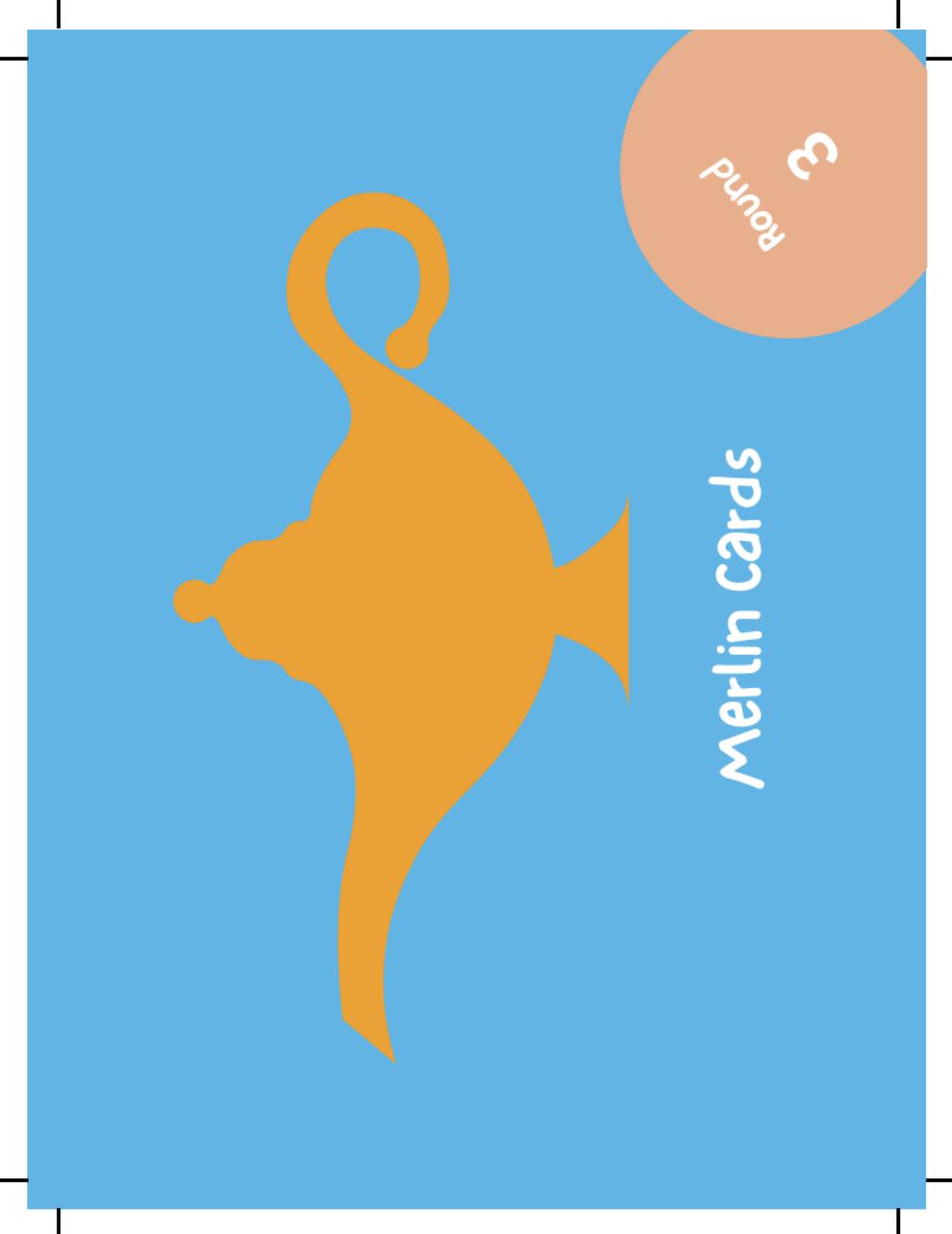
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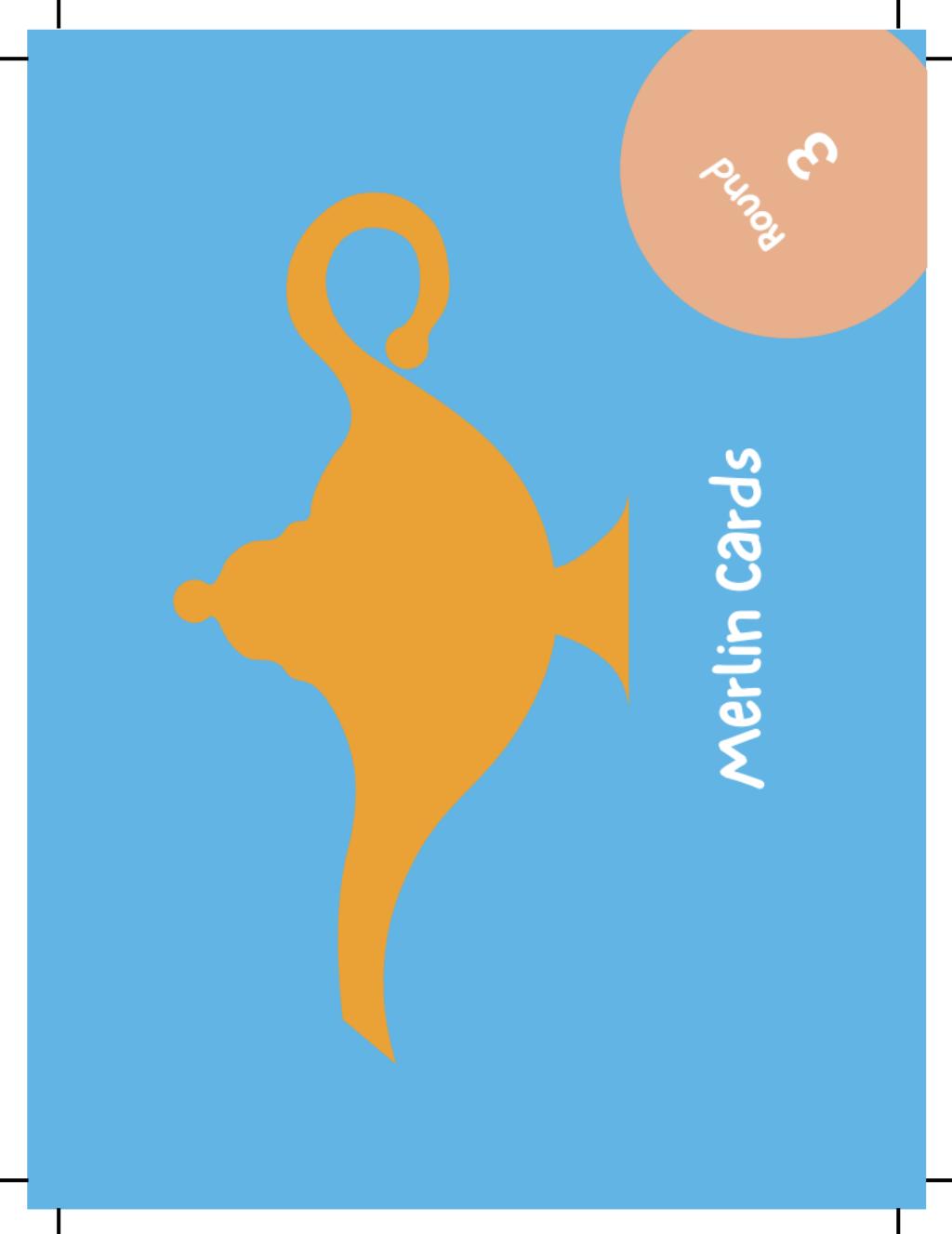
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Merlin Cards

merlin



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Round 3

Merlin Cards

merlin



read or listen  
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Round 3

Merlin Cards

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what is your merlin card?





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what is your merlin card?





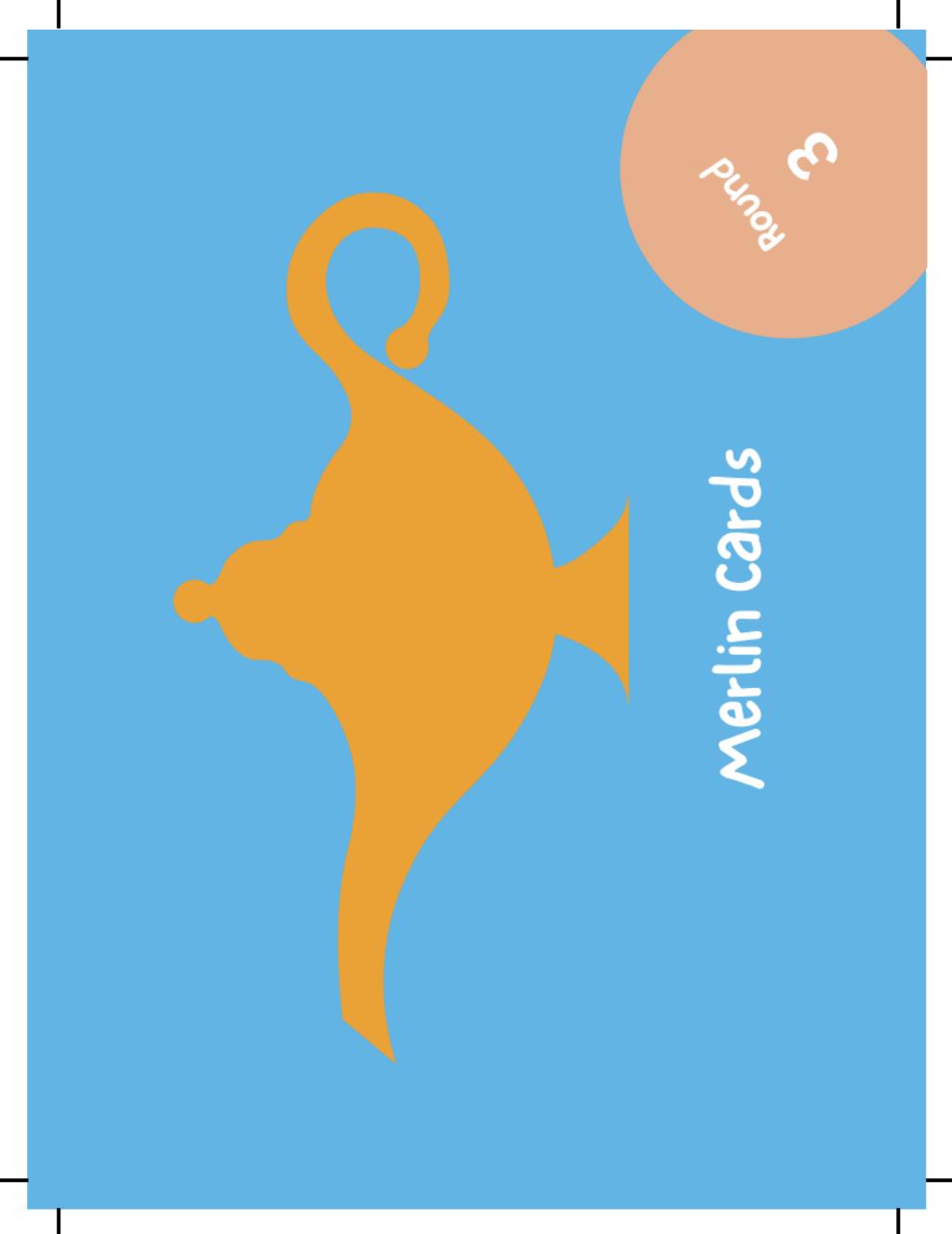
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Round 4

## Declaration cards



declaration

# Declaration Card

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Which places were helpful?

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