



ForesightNZ Playing Cards

Compete, collaborate, create – one deck, infinite possibilities

How might the future of New Zealand unfold?

Thirty-six participants aged 18 to 25 came together from throughout New Zealand to explore the events and trends that could shape our long-term future at the *ForesightNZ* workshop. From 27 to 29 April 2016, participants worked to create a robust foresight tool in the form of a card game. We hope these cards enable players to build capability in futures thinking and explore stories about how our future might unfold.

Three games (*Cards for Humanity*, *I Reckon* and *Quarrel*) can be played with the 64 cards. The games focus on developing skills such as collaboration, guesstimation and imagination.

We hope the *ForesightNZ* cards will provide a useful resource for individuals, businesses, schools, communities and government. To learn more about the *ForesightNZ* workshop, see www.foresightnz.org.

To purchase a pack of cards (\$15), please visit www.mcguinnessinstitute.bigcartel.com. The full pack of cards and instructions can also be downloaded free at www.mcguinnessinstitute.org/workshop-booklets.

The *ForesightNZ* workshop was a collaboration between the McGuinness Institute and the New Zealand Treasury. The *ForesightNZ* playing cards have been published by the McGuinness Institute.

