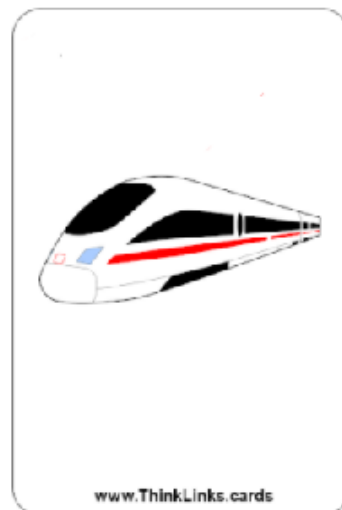


# ACTIVITY

## Thinklink Cards

It is a simple game that can be used to break the ice and connect with the group's entrepreneurial spirit and creativity.

It is ideal for online sessions, as the cards to play are provided directly through a website: <https://www.thinklinks.cards/>



### Instructions:

- A.** Divide the group into small subgroups of 3-4 people maximum. The thinklink.cards website generates random trios of cards representing different objects, most of the time with no apparent connection to each other.
- B.** Assign each group a different trio of cards\*. Each group has 7 minutes to think of a venture idea that uses the three elements of the cards they have been assigned. For example: A coffee shop service with live music for commuter trains.

- C.** Each group has 1 minute to present their business idea.
- D.** At the end each person can vote for the most innovative and original idea.

## Variants

You can assign the same trio of cards to all groups.

You can ask that the ideas are oriented towards the field of innovation and social entrepreneurship, i.e. that they have a community service purpose.

*\* Beforehand you can take different screenshots with different trios of decks and pass the files as images to the groups via chat or mail (online sessions) or print them out and hand them out (face-to-face sessions).*

