



### **Introduction:**

This activity uses playing cards as an opportunity to generate and develop curiosity, as well as identify helpful factors in sparking curiosity.

### **Participant Instructions:**

1. The facilitator will ask for one volunteer and then demonstrate a magic trick.
2. Discuss the trick with the following questions:
  - What happened? How did I do it?
  - Is it magic? Or something else?
  - Who wants to know how the trick is done?
  - How might you go about learning this trick?
  - What if I told you this trick is self-working—a property of numbers and orders?
3. Debrief the activity with the following questions:
  - How did you feel during the activity? Curious?
  - What happened in this activity?
  - What strategies did you use to solve the problem? Did you ask simple or complex questions?
  - Are there other ways you could get answers?
  - Where could you find the info you need?
  - What did you learn as a result of this activity? And why does it matter?
  - How does general curiosity or wonder relate to intercultural curiosity?