Where I Belong

Your stories. Their best guesses.

A question about you. A conversation together.

For people away from work after a workplace injury. Explore work memories and strengths on your own, or invite family to guess your answers and share the stories behind them.

This guide gives a suggested way to play the original cards, with setup, turn-by-turn instructions, a scored example and a conversation-only option.

Before the first card

THE PEOPLE

In family play, keep the questions about the person away from work. Everyone else guesses their answers. Groups can also rotate the answering role.

THE TABLE

Bring the cards, paper and pens. Use paper to keep the answer private and a simple score sheet if you are keeping points.

THE LENGTH

Agree on a number of questions, such as five cards. If everyone rotates, agree on full rounds so everyone gets the same number of turns answering.

THE CHOICE

Anyone may pass, choose another question or stop. No points are awarded for a skipped question, and nothing is deducted.

Choose the way you want to play.

Family play: one person answers; the others guess.
Rotating play: a full round gives everyone a turn answering.

One turn, six steps

1

Pick a question.

Read the card aloud. “I” and “my” refer to the person whose turn it is. Pick another card if this one does not feel right.

2

Keep your answer private.

Write a short answer before anyone guesses. Hold it back until all the guesses are in.

3

Let everyone guess.

Each other player makes one guess. Give everyone a chance before revealing the answer.

4

Reveal and decide.

Share your answer. You decide which guesses match; different words can mean the same thing.

5

Award the points.

Each matching guess earns the value printed on the card. Multiple players can score the full value. You do not score for answering your own question.

6

Share, then play on.

Enjoy the story, then choose another question. Keep the same person answering in family play, or rotate if you are taking turns. Stop at your agreed finish.

A turn with Alex

This card is worth 1 point.

The question

"What's something I'm excited to do when I go back?"

Alex writes an answer privately. The others take a guess.

Jordan guesses

"Lunch breaks with the team."

Casey guesses

"Running the next project."

ALEX'S ANSWER

"Having lunch with the team."

Alex decides Jordan's guess matches: Jordan earns 1 point. Casey earns 0. Alex does not score on their own answer turn.

Choose another question about Alex, or rotate the answering role.

Points, or just stories

How points work

A matching guess earns the printed value. A match on a 4-point card earns 4 points. If two players match, both earn 4. A different guess earns 0, with no deduction. The person answering judges the match and does not score on that turn.

How the game ends

Finish the agreed questions or full rounds. The highest guesser’s total wins; ties share the win. With one guesser, see how many answers they match.

A conversation without scores

Ignore the points and choose a question. Answer in your own way, listen to each other and share a memory or follow-up. You can still guess for fun, or skip the guessing.

On your own

Use a question as a journal prompt. Reflect on a memory, a strength or something you look forward to. There is no score, winner or need to finish the deck.

You choose what to share. Passing is always okay. This is a game and conversation activity; points do not measure readiness to return to work.

A moment to reflect

Use this page privately, or share only what you choose.

The card or question I chose

A story, memory or strength it brought to mind

Something I am looking forward to

One conversation or small next step I would like

When I want to come back to this

Take your time. A next step is optional.