



TAP-SWOT in a BOX RULES

Task - assess the Strengths, Weakness, Opportunities and Threats of a proposed new approach to urban mobility planning.
Goal - identify the most important cards to make your case for or against the approach.

Stage 1 – What are we being sold?

Watch the promotional explanation of the new approach on offer.

Stage 2 – Judge the product reviews

Each player is dealt five cards. Take turns to discard and pick up one card until all cards in the pack have been used.

Stage 3 – Shortlist product reviews

Score your final 5 cards from 5 (most important) to 1 (least important). Each score must be different. One blank 'joker' card can be used instead.

All players' cards are laid out and sorted into suits and ordered according to scores. Players take turns to discard one card of least importance until only five cards remain (there must – if possible - be at least one left in each suit).

Stage 4 - Are we buying?

Players discuss and then each decide whether to recommend the approach.



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