The aim is for students to use skills that will assist them to overcome a physical impairment. The result should be fruitful discussion about how a healthy Sense of Purpose can help us deal with uncertainty and difficulties.

1. Break the class into small groups with preferably even numbers.
2. Have everyone write on a slip of paper their name and whether they are left- or right-handed. Everyone places this slip face up in the centre of the group for safekeeping.
3. Distribute to each group identical numbers of Subject Cards, face down, so no students can see what is written on the cards.
4. Each group is now going to play a visual guessing game. One member of the group will select a card (which will have a common phrase or object on it, such as Rainwater Tank) and must try and convey those words to the others in the group only by drawing on the paper – without speaking. Now explain the catch: the drawer must use his/her non-dominant hand (i.e. right-handers must draw with their left hand)!
5. You must act as time keeper. Each drawer gets one minute, and the rest of the group can guess as many times as they like with each drawing until they get the answer correct, and then the drawer can choose a new Subject Card. However, at the end of each minute, the role of drawer must change.
6. Someone in the group must keep score of successful guesses.
7. The activity continues until all the cards are exhausted or the activity runs out of puff.
8. The winning group is the one with the highest number of correct answers.