

A Packet of Assembly Seeds

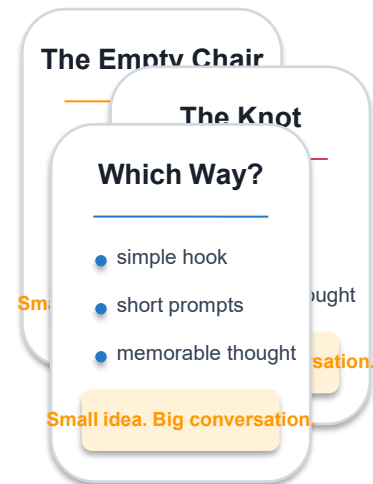
FREE 9-CARD STARTER PACK

Small ideas. Big conversations.

Nine printable Assembly Seeds chosen to show some of the different ways an assembly can begin.

Shuffle. Pick a Seed. Grow the assembly.

- with an object
- with a question
- with a dilemma
- with something unexpected



Print. Cut. Shuffle.

- Print the card sheet on A4 at 100% / Actual Size.
- Cut along the shared card edges.
- For a sturdier pack, use card around 250–300 gsm.

Want more Seeds?

The full pack contains 45 Assembly Seeds across Self, Others, Choices and World, plus a printable tuck box to keep them in.

[View the full 45-card pack →](https://assemblytube.com/assembly-seeds/)
assemblytube.com/assembly-seeds/

If you are reading a printed copy, type the address above into your browser.

Size check: this line should measure exactly 50 mm after printing.



The Empty Chair #1 - Place an empty chair at the front. "Who might be missing?" - Who gets left out? - Notice someone today who could be included. Belonging begins when someone notices who is missing.	One Wrong Beat #13 - Tap four steady beats, then deliberately clap one wrong beat. "Which beat did you notice?" - Why can one mistake feel bigger than everything that went right? - Let one mistake stay one mistake. One wrong beat does not ruin the whole rhythm.	The Last Biscuit #15 - Place one biscuit on a plate. "Who should get the last one?" - What would make the choice fair? - Decide what you would need to know first. Fair choices often need more than a quick answer.
Same Words, Different... #17 - Say "That's fine" twice — once warmly, once sharply. "Did I say the same thing?" - What else do people hear besides words? - Notice how you say something, not just what you say. Meaning lives in more than words.	Not Rubbish Yet #19 - Place an empty plastic bottle on the table. "When does this become rubbish?" - Who decides whether something is waste or useful? - Before throwing something away, imagine its next stop. Throwing something away does not make it disappear.	One Minute #35 - Start a one-minute timer and say nothing. "Did that feel long or short?" - What did you notice once nothing was filling the space? - Where might one quiet minute help? A minute can feel very different depending on how we use it.
The Upside-Down Map #36 - Turn a world map upside down. "Is it wrong?" - Who decided which way up a map should be? - What else feels normal because we are used to seeing it one way? Familiar is not the same as inevitable.	The Paper Bridge #41 - Put two books a short distance apart and lay one sheet of paper across the gap. "Will it hold anything?" - What changes if you fold the paper first? - When can support make something stronger than it looks? Strength can come from structure and support, not size.	No One Is Watching #45 - Display a card that says: "NO ONE IS WATCHING." "Would that change what you do?" - Which choices depend on being seen? - What would you still do if nobody could praise or blame you? Some choices reveal most when nobody is there to notice.