Growing Is Gorgeous.

12 experience cards for girls and women at every stage of becoming.

Spark. Share. Play.

One card, many ways to grow.

PRETTY IS A PRACTICE INITIATIVE

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Spark. Share. Play.

SPARK

Start with something that makes you wonder, laugh, think or see things differently.

SHARE

Reflect on your own or swap stories, ideas and perspectives with someone else.

PLAY

Try something creative, playful or unexpected. Go solo or bring someone along for the fun.

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01

CURIOSITY

Wonder looks good on you.

SPARK

What could you happily ask a hundred questions about? What makes it so fascinating?

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01 CURIOSITY

SHARE

What could you talk about for hours? Give it your most excited two-minute pitch. Make us want to know more!

PLAY

The Curiosity Collection

You're opening a museum dedicated to your favorite subject. Naturally, it must be fabulous.

Dream up three wildly silly exhibits, a grand opening attraction and a gift-shop souvenir nobody actually needs. Give your museum a name nobody will forget!

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02

CURIOSITY

There's more to discover.

SPARK

What would you love to learn more about—an animal, a place, an invention, an art form or something else entirely?

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02 CURIOSITY

SHARE

What's something you've always wanted to explore? Share your ideas or make a list of things that spark your curiosity. No explanations needed.

PLAY

The Curiosity Roulette

Write six different subjects on slips of paper and draw two at random. Combine them to create something new. Invent a gadget, design an outfit, dream up an event or imagine an amazing place.

Sunday dinner meets fashion? *Design a collection inspired by the colors, textures and silhouettes of a family feast.*

What could you add to make your idea even more interesting?

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03

CONFIDENCE

Give yourself some credit.

SPARK

What is something you do well? What do you enjoy about being good at it?

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03 CONFIDENCE

SHARE

What's a talent or skill you don't celebrate enough? Give yourself some credit. Modesty can sit this one out.

PLAY

The Absolutely Fabulous Awards

The spotlight is yours. You're the guest of honor at an awards ceremony celebrating YOU. Invent three award categories inspired by your talents, achievements or quirks.

Perhaps you'll win the ***International Excellence in Side-Eye Award*** *or the* ***Outstanding Achievement in Making an Entrance Award.***

Now deliver your acceptance speech. Who gets a shout-out?

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04

CONFIDENCE

Your kind of fabulous.

SPARK

What do you love about being you? Think personality, style, talents, quirks—anything that makes you smile.

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04 CONFIDENCE

SHARE

The Whole Package

Which parts of your personality seem like opposites but fit together perfectly? Serious and silly? Quiet and bold? There's room for all of it.

PLAY

SuperYOU!

Meet your superhero alter ego, powered by your personality. Choose a spectacular name, three powers inspired by your strengths and one hilariously inconvenient weakness.

Design your superhero look. What's your signature outfit, must-have accessory and unforgettable hairstyle? Make your grand entrance to your chosen theme music. Do you strut, glide, spin, twerk, strike a pose or have a signature move all your own?

Feel free to glam it up.

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05

COURAGE

Look at you being brave.

SPARK

What is something you were nervous about that turned out to be a good experience?

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05 COURAGE

SHARE

When did you surprise yourself by being brave? Tell your story, whether it was a big leap or a small victory nobody noticed.

PLAY

The Audacity Auction

Going once, going twice! You've got 100 imaginary Audacity Dollars to bid on courage. How much would you spend to wear something daring, speak your mind, try something new or say no without explaining yourself?

Invent a few challenges of your own and place your bids.

> **Playing together? Compare prices. Someone else's $10 challenge might be your $90 extravaganza.**

What's one kind of courage that's priceless?

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06
COURAGE

Courage has company.

SPARK

Who helps you feel brave? What do they say or do that makes a difference?

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06 COURAGE

SHARE

Who's in your courage crew? How have they encouraged you, and when have you returned the favor?

PLAY

The Nerve Department

Welcome to The Nerve Department, where courage comes in all sizes. Your customers are preparing to audition, speak up, make a new friend or chase a dream.

Choose a customer. Give them a personalized pep talk and an unexpected trick for feeling brave. Nervous about public speaking? Imagine everyone in the audience wearing tiaras and taking themselves very seriously.

> **Playing together? Take turns as customer and courage specialist.**

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07
COMPASSION

Kindness stays with us.

SPARK

What is a kind thing someone has done for you that still makes you smile?

Growing Is Gorgeous.

07 COMPASSION

SHARE

Think of a kindness you've never forgotten. What made it special? Share the story or simply enjoy the memory.

PLAY

The Great Kindness Conspiracy

Psst! Your mission: make someone feel delightfully appreciated without spending a penny. Choose your unsuspecting beneficiary and plan a thoughtful surprise—a sweet note, a little celebration or something entirely your own.

> **Recruit accomplices or fly solo. Then put your plan into action!**

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08

COMPASSION

Little things, lovely feelings.

SPARK

What small things make you feel cared for? A thoughtful message, a favorite snack, someone saving you a seat?

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08 COMPASSION

SHARE

What's your favorite little way to show someone you care? Compare notes or think about how you like to be cared for, too.

PLAY

The Kindness Plot Twist

Oh, the audacity! Or is there more to the story? Someone ignores your greeting, a friend cancels plans or a stranger gives you a dramatic glare. Choose a situation and invent a surprising explanation. Perhaps that stranger is wondering whether she left the oven on!

> **Playing together? Invent new situations and trade imaginative plot twists. Remember, compassion doesn't excuse bad behavior. Sometimes there's simply more to the story.**

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09

COMPETENCE

You've got skills.

SPARK

What's something you can do now that used to be hard? What makes you proud of learning it?

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09 COMPETENCE

SHARE

Who helped you along the way? What little trick would you pass on to someone learning it too?

PLAY

Lessons in Becoming

Darling, look how far you've come! Imagine teaching a class about something you once found difficult. Give it a distinctive name and share a lesson you learned the hard way.

*Perhaps **How to Recover Gracefully When Your Cartwheel Goes Sideways** or **The Art of Asking Questions Nobody Else Thought Of.***

> **Playing together? Take turns sharing your little pearls of wisdom.**

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10

COMPETENCE

Everybody knows something.

SPARK

What could you teach someone else? What would be the most fun part to share?

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10 COMPETENCE

SHARE

What's something you've learned from someone unexpected? What did they know that you didn't?

PLAY

The Talent Exchange

You've got skills. They've got skills. Let's make a deal!

Imagine a neighborhood talent exchange where money is absolutely useless. The only currency? Something you know how to do.

What are you bringing to the table? What skill would you love to get your hands on? Dream up three unlikely trades. Maybe a grandmother teaches a teenager to sew in exchange for a crash course in digital photography. Who got the better deal? Both of them!

> **Playing together? Put your talents up for grabs and make some real trades.**

Today you're the expert. Tomorrow you're the beginner. That's how we grow!

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11

CREATIVITY

Your imagination is welcome here.

SPARK

If you could design your dream room, what would make it unmistakably yours?

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11 CREATIVITY

SHARE

What space has made you feel inspired, delighted or at home? What made it special?

PLAY

The Room With No Rules

You've inherited a room with an unlimited budget and absolutely no rules. The only requirement? Make it unmistakably YOU.

A mood-changing ceiling? A reading nook inside a giant baseball glove? A dance floor activated by clapping? Anything goes!

Name your room, invent three spectacular features and decide who's invited.

> **Playing together? Combine your wildest ideas into one space. Just be prepared for some spirited negotiations!**

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12
CREATIVITY

Let's imagine something wonderful.

SPARK

If you could invent a new celebration, what would it honor? Why does it deserve its own special day?

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12 CREATIVITY

SHARE

What's a celebration or tradition you love? What makes it memorable, and what would you add if you could?

PLAY

The Occasion Committee

Breaking news! You've been appointed Chief of Celebrations. Your assignment? Invent a holiday nobody knew they needed.

*Perhaps a **National Mind Your Business Day**, a **Festival of Glorious Mistakes** or an annual celebration of spectacularly bad dancing.*

Give your holiday a name, invent three unforgettable traditions and choose its signature food, music or activity. How will you get everyone in on the fun?

> **Playing together? Form your own Occasion Committee and create a celebration worth putting on the calendar!**

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BONUS CARD
PRETTY CLEVER

Words worth knowing.

A good word can make an already interesting thought even better. Here are a few gems from the deck.

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BONUS CARD
PRETTY CLEVER

AUDACITY — Daring boldness. Sometimes you've just got to have the nerve!

BENEFICIARY — Someone who benefits from a kind act, gift or plan.

ACCOMPLICE — Someone who helps carry out a plan. Mischief not required.

SILHOUETTE — The outline or overall shape of something.

DISTINCTIVE — Unmistakably different in a recognizable way.

EXTRAVAGANZA — An elaborate, spectacular event. Subtlety has left the building.

YOUR TURN

Choose a word and put it to work. Use it in a story, give it a dramatic introduction or slip it into conversation like you've been saying it forever.

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BONUS CARD

ACTIVITY EXTENSION GUIDE

Who says the fun has to stop?

Had a good time? Wonderful. Now let's see where that idea can take you!

Growing Is Gorgeous.

BONUS CARD

ACTIVITY EXTENSION GUIDE

MAKE IT

Turn your idea into something you can see, touch, wear or display. Get those creative juices flowing!

TRY IT

Take an imaginary adventure into the real world. Start small or go all out!

MIX IT UP

Combine two cards. A kindness conspiracy meets a talent exchange? Now we're getting somewhere.

BRING SOMEONE ALONG

Invite a friend, family member or someone with an entirely different perspective. See what happens when imaginations meet.

MAKE IT YOURS

Change the rules, invent a new challenge or take the idea somewhere nobody expected.

One little spark can start something wonderful.

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BONUS CARD

THE WILD CARD

Well, this changes everything.

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BONUS CARD

THE WILD CARD

PLAY

The Plot Twist

Think you've got it all figured out? Not so fast!

Choose any Growing Is Gorgeous card and give its activity an unexpected twist.

Your dream room must accommodate a pet giraffe. Your imaginary celebration suddenly attracts a thousand guests. Or your brilliant invention must be made using only three ordinary objects.

Now what? Adapt, improvise and see where your imagination takes you!

> **Playing together? Take turns inventing plot twists for each other. The more unexpected, the better!**

Sometimes the best ideas arrive when the plans go sideways.

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BONUS CARD

WAYS TO PLAY

Three ways to shake things up.

Think you've explored everything a card has to offer? Not even close!

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BONUS CARD

WAYS TO PLAY

THE PERSPECTIVE SWITCH

Step into someone else's shoes. How might they approach the same activity? Try seeing things through a completely different set of eyes.

PASS THE BRILLIANCE

One person starts an idea. The next adds something new. Keep passing it around, building on each other's brilliance. One rule: No tossing out someone else's contribution!

THE BEAUTIFUL DO-OVER

Your first idea was good. Now give it another spin! Change the budget, materials, audience or rules. What clever new possibilities emerge?

Same cards. Fresh perspectives. Endless possibilities.

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BONUS CARD

PRETTY GOOD COMPANY

Good things are worth sharing.

MAKE THE FIRST MOVE

Got someone in mind? A friend, cousin, neighbor, grandmother or someone you'd like to know better? Good company can begin with a simple invitation.

THE INVITATION

"I have an idea. It involves creativity, absolutely no special talents, possibly a little nonsense and personal growth disguised as a good time. You in?"

MAKE A DATE

Pick a card, bring the snacks and see what happens. Two people are plenty. Add a few more and you've got yourself a gathering.

Growing Is Gorgeous.

BONUS CARD

PRETTY GOOD COMPANY

Start Something Pretty Good

ASSEMBLE YOUR CREW

Friends, family, neighbors or a supervised group of girls. Mix generations, personalities and interests. The more perspectives, the merrier.

YOUR CLUB, YOUR CALL

Monthly meetups? Saturday afternoons? An occasional gathering just because? Pick a rhythm that works and give your crew a name worth remembering.

BRING SOMETHING TO THE PARTY

Ideas, talents, stories, snacks or a wonderfully unusual perspective. Take turns choosing PIAPI activities and dreaming up adventures of your own.

KEEP IT GOOD

Make room for everyone's ideas, respect boundaries and let people participate in ways that feel comfortable.

Come for the cards. Stay for the company.

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