Hypothetical and What-If Questions for Adult Groups

What if the group could redesign an ordinary day, a tiny place, or a useful invention?

Host guide / A4 / Friends & adult social / 15–30 minutes

Read the guide privately first if this activity has hidden answers. Print single-sided at Actual size / 100%. Cut only sheets marked CARDS. Keep answer keys with the host.

What you need

- No materials required
- Optional: timer or folded prompt slips

How to run it

1. Tell the group that these are imagination prompts, not tests of personality or predictions. Any answer can be short, silly, practical, or a pass.

2. Choose one card and give everyone a few seconds to think. Invite answers in a round or let people jump in one at a time.

3. Use one optional follow-up such as “what would you call it?” or “what would you keep simple?” Avoid asking players to justify a personal choice.

4. After two or three answers, pick another card. Stop after the number of prompts or time limit the group chose.

Keep the what-if scenario shared

A hypothetical can feel playful when the group is solving the same small puzzle. This set focuses on ordinary places, objects, plans, and creative projects rather than high-stakes life choices. Each prompt leaves room for practical or imaginative answers.

Let players answer at different levels. One person may give a quick name for a pop-up café; another may invent a menu and layout. Neither style is better. The host can make the transition easy by moving to the next card rather than insisting every person speak.

- Use the prompt as a starting point, not a hidden personality test.
- A player may pass or answer with a deliberately silly idea.

Add a follow-up without taking over

Good follow-ups widen the idea: “Who would you invite?” or “What would make it easier to use?” A rapid sequence of why-questions can make an easy game feel like an interview, so choose one follow-up and then hand the conversation to another person.

If the room is quiet, the host can give a brief sample answer first. If the group is energetic, let people add one detail to a shared answer. A timer is optional; a natural pause is a good reason to change cards.

- Build on an idea rather than correcting it.
- Avoid turning the answer into a vote about which friend would succeed.

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Make the activity work for mixed groups

Choose scenarios that do not assume a particular budget, travel history, home, or hobby. A hypothetical is still accessible when it describes a small imaginary option that anyone can adapt. The group can also rewrite a prompt that feels too specific.

For a short gathering, use five cards and keep each answer under a minute. For a longer dinner, let the group choose one scenario and develop it together. There is no score or winner.

- Skip any card that depends on an experience the group may not share.

- Close with a light question such as “which idea would you most enjoy seeing in real life?”

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CARDS / Hypothetical and What-If Questions for Adult Groups

NC_HYPOTHETICAL_QUESTIONS-001 / Conversation prompt

If your group could open a pop-up café for one afternoon, what would it serve and what would you call it?

NC_HYPOTHETICAL_QUESTIONS-002 / Conversation prompt

If a neighborhood park had one small upgrade, what would make it more welcoming?

NC_HYPOTHETICAL_QUESTIONS-003 / Conversation prompt

If you could add one playful room to a public library, what would happen there?

NC_HYPOTHETICAL_QUESTIONS-004 / Conversation prompt

If you had a free afternoon with perfect weather, what would the group do first?

NC_HYPOTHETICAL_QUESTIONS-005 / Conversation prompt

If a road trip had one rule for choosing the next stop, what would it be?

NC_HYPOTHETICAL_QUESTIONS-006 / Conversation prompt

If you could invent a better everyday travel mug, what feature would matter most?

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CARDS / Hypothetical and What-If Questions for Adult Groups

NC_HYPOTHETICAL_QUESTIONS-007 / Conversation prompt

If your friends made a tiny museum about ordinary life, what three objects would it display?

NC_HYPOTHETICAL_QUESTIONS-008 / Conversation prompt

If a book club could meet anywhere for one evening, what kind of place would fit?

NC_HYPOTHETICAL_QUESTIONS-009 / Conversation prompt

If you could design a board game about a normal weekend, what would players try to do?

NC_HYPOTHETICAL_QUESTIONS-010 / Conversation prompt

If the group planned a picnic with one surprise element, what would you add?

NC_HYPOTHETICAL_QUESTIONS-011 / Conversation prompt

If you could create a new local holiday, what would people do to celebrate it?

NC_HYPOTHETICAL_QUESTIONS-012 / Conversation prompt

If a houseplant could give one practical tip, what might it say?

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CARDS / Hypothetical and What-If Questions for Adult Groups

NC_HYPOTHETICAL_QUESTIONS-013 / Conversation prompt

If your group built a playlist for a quiet train ride, what mood would it have?

NC_HYPOTHETICAL_QUESTIONS-014 / Conversation prompt

If a town offered a free class for everyone, what skill should it teach?

NC_HYPOTHETICAL_QUESTIONS-015 / Conversation prompt

If you could make one household chore more pleasant, what would you change?

NC_HYPOTHETICAL_QUESTIONS-016 / Conversation prompt

If you hosted a no-rush dinner, what would the room and menu feel like?

NC_HYPOTHETICAL_QUESTIONS-017 / Conversation prompt

If one ordinary object could be made in a pocket-sized version, what would you choose?

NC_HYPOTHETICAL_QUESTIONS-018 / Conversation prompt

If you had to plan a fun day using only places within walking distance, what would be on the itinerary?

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CARDS / Hypothetical and What-If Questions for Adult Groups

NC_HYPOTHETICAL_QUESTIONS-019 / Conversation prompt

If a community garden had one new shared feature, what would help people use it?

NC_HYPOTHETICAL_QUESTIONS-020 / Conversation prompt

If you could name a scenic overlook, what name would you give it?

NC_HYPOTHETICAL_QUESTIONS-021 / Conversation prompt

If a rainy day had a theme, what would make it feel cozy?

NC_HYPOTHETICAL_QUESTIONS-022 / Conversation prompt

If you could send a small care package to a friend, what useful items would you include?

NC_HYPOTHETICAL_QUESTIONS-023 / Conversation prompt

If your group created a fictional neighborhood, what would be its best local spot?

NC_HYPOTHETICAL_QUESTIONS-024 / Conversation prompt

If the next gathering had one optional activity, what would be easy for everyone to join?

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Hosting questions

Are hypothetical questions the same as deep questions?

Not necessarily. These prompts focus on shared imagination and low-stakes scenarios rather than personal reflection.

How many should we use?

Five to eight prompts are enough for a short round. Stop when the conversation naturally shifts.

What if someone has no answer?

They can pass, listen, or offer a one-word idea. No explanation is required.

References

Reviewed for broad group activity context; the what-if format, instructions, and prompts here are independently written.

https://teambuilding.com/blog/get-to-know-you-games

Original AI-assisted resource with AI editorial review. Independent human playtesting and physical printing have not been completed. Answer, listen, or pass.

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