



Decision Time! Game

Game instructions

Objective

The objective of the game is to develop entrepreneurial, digital, and soft skills to create more included and self-confident young people. According to UNESCO, the Soft Skills (also known as Non-Cognitive Skills) are "patterns of thought, feelings and behaviours" (Borghans et al., 2008) that are socially determined and can be developed throughout the lifetime to produce value. Soft Skills can comprise personality traits, motivations and attitudes and are vitally important for the employability and adaptability of European citizens.

Number of players

Minimum 2 players and maximum 5.

Material needed



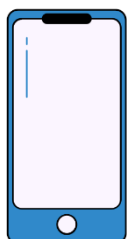
Deck of 55 cards



5 Characters cards



1 dice



Smartphone



1 account sheet per player



1 pen per player



1 Timer



Instructions

Each player chooses a character from the character cards. Each player will have 1 account sheet, 1 pen, his/her smartphone.

The deck of cards is in the middle. The players will play in a clockwise order. Before starting, each player must roll the dice to determine who will draw the first card. The player with the highest number starts.

At their turns, the players will take a card. The player will read the content of the card out loud. To complete the task of each card there are 3 different ways:



Throw the dice and discover what answer you get and its points.



Choose one of the QR codes, scan it and discover the answer and the points.



Choose one of the options and scan the corresponding QR code to know how many points you get or lose.

Each player will write on the score sheet the points gained or lost at each round. He/she will take notes also on the story chosen. It will be necessary to create your own story at the end. The character card shows 3 options. The choice of each of them will start the story of the character.



Family Reunion cards



In the deck of cards there are special cards called “family reunion”. In these cards there are tasks all the players will have to complete as a group. The card will contain a task through the digital game (LearningApp). We can divide the cards into two types.

Family reunion card Type 1

Hangman game on learning app. Once you have drawn this card you will have to throw the dice: if the number from 1 to 3 comes out you will have to scan the QR code and play on the learning app; instead, if you get numbers from 4 to 6 you will have to make your friends guess a word chosen by you.

- **How to play on the Learning app:** each player has to scan the QR code with their mobile phone. You have 1 minute to find the hidden word using the clue and letters at your disposal. Time is counted with a timer. The first to finish earns the points assigned by the platform, the others are subtracted. Example: Player A you have won +10 points. Player B lost -10 points.
- **How to play without the Learning app:** the player who drew the card will have to think of a word for the opponents to guess. He has a maximum of 2 minutes to think about the word and the question to ask. Time is counted with a mobile phone timer. Once he has chosen the word, he will have to write the question on a piece of paper and draw as many dashes as the letters of the word to be guessed. Each player has 10 attempts. Each wrong letter will erase one petal of the flower. Whoever guesses the word earns 30 points, everyone else loses 30 points. If the word is not guessed, the player who drew the card scores 30 points and everyone else loses 30 points.

Example:



Family Reunion Cards Type 2 Reorganise the story

Once you have drawn this card scan the QR code and play the game on the app. In this game you will have to work as a team. Once you have scanned the QR code choose as a group one of the numbers you find on the screen. All the players will have to work together to reorganise the sentences given and create a story. You have 3 minutes to reorganise the story. Time is counted with a mobile phone timer. If the group can recreate the story all players win the bonus points. If not, each player loses the same number of points as the bonus. To reorder the story, all the cards must be placed on the same line, otherwise it will be wrong. After reordering the stories click on the button at the bottom right to confirm. If you manage to put the story back together, each player wins bonus points. In case the solution cannot be found each player loses 30 points.

Winner



You can decide to set a maximum playing time (2 players maximum 30 minutes, 5 players maximum 1 hour) or to end the game when the cards are over. The player will have to tell the story they have created to the other players. The winner will be the player with more points.

