



Module Title:	“Decision Time” Card Game for Skills Development		
Duration	The duration of the game may vary. The game can be stopped at any moment. It is suggested to play for a minimum of 30 minutes for 2 players and up to 1h and a half for 5 players.		
Delivery method	Blended <input type="checkbox"/>	Face to face <input checked="" type="checkbox"/>	Online learning <input type="checkbox"/>
		Non formal (Learning Platform) <input type="checkbox"/>	
	Time: See duration instructions	Time:	Time:
Number of players	Min 2 – Max 5		
Learning Outcomes	<p>Entrepreneurship: Act upon ideas and opportunities to transform them, over time, into cultural, financial or social value for others.</p> <p>Adaptability: Alter one’s attitude or behaviour to accommodate modifications in the workplace.</p> <p>Communication: Engage with others, mainly face-to-face, in a wide range of situations, using strategies appropriate to context and purpose.</p> <p>Creativity: Generate new ideas or combine existing ones to develop innovative, novel solutions.</p> <p>Critical thinking: Use cognitive abilities to make decisions and to move logically from one idea to another.</p> <p>Networking: Keep track of the people in your personal professional network and stay up to date on their activities.</p> <p>Personal development (Self-confidence and internal focus of control): Has the ability of using different channels of perception, learning styles, strategies and methods to acquire knowledge, skills and competences.</p> <p>Initiative: Take initiative to come up with improvements.</p> <p>Self-management (Risk-taking and commercial awareness): Develop one’s own ways of doing things, motivating oneself with little or no supervision.</p>		



Tenacity (perseverance): Stick to one’s tasks in spite of fatigue or frustration.

Risk taking: Assess a situation and decide which level of risk you are willing to take.

Teamwork: Work confidently within a group, assuming relevant role, to achieve both personal and collective goals; Balance own contribution and success against others for benefit of the team ; Share the workload appropriately; Recognise the value of other people’s contributions and ideas; Recognise and respect the role of others; Support division or co-ownership of responsibilities.

Session Details:

Lesson Item:	Method(s) and instructions for trainers:	Required Resource(s):
Introduction	<p>The “Decision Time” Card Game for Skills Development is a game created to foster the development of power-skills for disadvantaged young people, young people suffering from isolation and marginalisation that wish to improve their soft and digital skills to have impact on their life. The game developed has a broad application that makes it useful for the development of the following skills: decision making, risk taking, initiative, teamwork, language development, basic mathematical calculations, perseverance, creative thinking, critical thinking, entrepreneurship, communication, networking, personal development (self-confidence and internal focus of control). The game can be used to overcome in the form of a game fears and improve the communication of young people, especially the shy ones and the ones who have difficulties of communication thanks to the use of storytelling.</p> <p>The game supports the development of</p>	<ul style="list-style-type: none"> - DYM “Decision Time” Card Game Kit available on the website www.dymproject.eu/ (All the material can be easily downloaded and printed) - pencils/pens, timer (it can be set on the smartphone), 1 dice



		essential power-skills that will have a positive impact on the personal and professional development of young people. The game will collaborate also to improve their language skills (especially if the game is used in a foreign language), basic calculations skills (in the game the players will be asked to make some basic calculations) and it will improve self-confidence and self-awareness thanks to the use of storytelling.	
	Activity 1: Read the instructions	Each game set includes all the material needed in order to play the game. The tutor/teacher should introduce the aim of the game and present the rules to all participants to make sure that all the players understand how the game is to be carry out. The teacher/tutor will provide the players with the game material.	<ul style="list-style-type: none"> - DYM “Decision Time” Card Game Kit available on the website www.dymproject.eu/ (All the material can be easily downloaded and printed) - pencils/pens, timer (it can be set on the smartphone), 1 dice
	Activity 2: Play the game	The players can start playing their game and creating their own story. The teacher/tutor can play with them or observe from outside. The game can be stopped anytime but it is suggested to finish the game (when all the cards from the deck are drawn) or play a minimum of 30 minutes.	
	Activity 3: Read your story	At the end of the game the players should calculate the points obtained. All players have to be encouraged to read the story they have created to the rest of the players.	<ul style="list-style-type: none"> - DYM “Decision Time” Card Game Kit available on the website www.dymproject.eu/ (All the material can be easily downloaded and printed)



			<ul style="list-style-type: none"> - pencils/pens, timer (it can be set on the smartphone), 1 dice
	Post-Activity Discussion	After the game's conclusion the teacher/tutor can have a brief discussion session with the participants to the game to assess their impressions, ideas and thoughts regarding the game. Each participant should carry out their own self-assessment discussing with the group the skills and competences they have acquired during the game session.	<ul style="list-style-type: none"> - N/A
Evaluation methods	Non-formal	ECVET Assessment document. (See Annex 1)	
Didactic materials	Face to face: Game kit composed of: Game Instructions, Deck of 50 cards + 5 Characters Cards, Points Sheets. The teacher trainer should provide to the players: pencils/pens, timer (it can be set on the smartphone), 1 dice. All participants or at least one of them should have available a smartphone to scan the QR codes in the game.		



Annex 1 – ECVET assessment

Decision Time!

Competences	Knowledge	Preliminary evaluation	
<ul style="list-style-type: none"> - Act upon ideas and opportunities to transform them, over time, into cultural, financial or social value for others. 	<ul style="list-style-type: none"> - Understand how to make basic calculations - Understand how to identify and reach out people in your network 	PASS	NOT PASS
<ul style="list-style-type: none"> - Engage with others, mainly face-to-face, in a wide range of situations, using strategies appropriate to context and purpose 	<ul style="list-style-type: none"> - Developing specific technical skills of speech - To use storytelling for the self-promotion - Understand how to speak confidently to an audience 	PASS	NOT PASS
<ul style="list-style-type: none"> - Generate new ideas or combine existing ones to develop innovative, novel solutions. 	<ul style="list-style-type: none"> - Using existing knowledge to develop original ways of working 	PASS	NOT PASS
<ul style="list-style-type: none"> - Use cognitive abilities to make decisions and to move logically from one idea to another. 	<ul style="list-style-type: none"> - Understand how to identify a situation or problem as well as the factors that may influence it - Understand how to evaluate different scenarios and make a decision based on the information provided. 	PASS	NOT PASS
<ul style="list-style-type: none"> - Assess a situation and decide which level of risk you are willing to take. 	<ul style="list-style-type: none"> - Understand the levels of risk and make a decision. 	PASS	NOT PASS
<ul style="list-style-type: none"> - Work confidently within a group, assuming relevant role, to achieve both personal and collective goals. 	<ul style="list-style-type: none"> - Understand how to take a decision in group taking into consideration the feedback provided by the members - Understand how to appropriately communicate with team members - Recognise the value of other people's contributions and ideas 	PASS	NOT PASS