EDUBOARDS

Exploring Educational Board Games

EDUCATIONAL BOARD GAME OUTLINES

INTRO

"Eduboards: Exploring educational board games" was an Erasmus+ Training Course implemented in Estonia from 10th to 18th of September 2019 by Shokkin Group Estonia.

The activity, which involved **28 youth workers/leaders from Estonia, Germany, Greece, Portugal, Spain, Czech Republic, Norway, Romania and Croatia,** had the aim to promote the use of game-based learning methods in youth work and explore the application of educational board games through training youth workers to assess learning needs of young people, adapt game-based learning methods and develop table-top games in correspondence with them.

This document, designed for youth workers and educators, contains the description and access to the printable materials of one of the six educational board games developed during the course on the topics of: **authority and power, data security, bullying, intercultural learning, stress management and protesting.**

The training course was designed and delivered by **Pavel Vassiljev (trainer), Filip Gábor (trainer)** and **Olalla González (graphic facilitator).**

SHAPELAND

Facilitator's Toolkit

INTRO OF THE GAME

Welcome to Shapeland, an educational board game that focuses on the development of critical thinking skills related to the topic of authority, decision making and politics.

The setting for the narrative is based on an imaginary world where the different "shapes" of Shapeland live. Every single player has a differentiated power that can be used in order to balance the society or make a new path of playing on their own. Shapeland was created by a group of young developers under the framework of the Erasmus+ K1 training course "Eduboards" with a high interest in creating an environment to accelerate the procedure of learning about the paradox of cooperation versus competition.

This board game uses mixed reality learning for the purpose of being an educational game and as a tool to relate the board game with a wide spread of aspects of current politics. This procedure happens in a hidden way during the game, so players will not realize until once ended they will start with the reflection.

The reflection serves the game as a powerful educational tool as far as every decision taken during the gameplay and their consequences will be analyzed by the players themselves and they will build their knowledge based on their own experiences. Due to this fact, the players would develop skills related to critical thinking such as analysis of situation, communication, problem solving, etc. With the starting of the game, cooperation begins, or maybe not, because everything is possible in Shapeland!

TOPICS:

- Power of choice
- Decision making
- Development of analytical skills
- Authority and power abuse
- Power hierarchy
- Cooperation
- Politics
- Choice between common and individual interest
- Discrimination
- Community trust

GROUP SIZE: 4 players

TARGET GROUP: Young people 15+

DURATION:

- Explanation: Short tutorial of two rounds that includes explanation (video) 10'
- Game play: 45'-75'
- Debriefing/discussion: 10-15'

LEARNING OBJECTIVES:

1. Exploring the boundaries between authority and power abuse;
2. Facing the consequences of taking/not taking action;
3. Develop of Critical Thinking skills using the paradox of cooperative versus competition learning;
4. Empower young people to reflect upon their opinion.

DEBRIEFING:

After playing the game, make sure to give some time to all of the participants to reflect upon several topics, based on the following questions:

Feelings/emotions
- How do you feel now?
- How did you feel during the game?
- Ask every different role separately (How did you feel as a Governor Shape/ successful rioting Shape/Triangle etc.)
- Did you ever feel betrayed? Do you think you betrayed someone else's trust?
- Did you feel discriminated due to some decisions of power that the other players took?
- Did you feel empowered and capable of making the best decisions for the others? And for yourself?

Facts
- What happened in the beginning of the game, until round 7? Did something change later?
- Do you think that it was a cooperative game or everyone was on their own or the rest of the players were always willing to help you?
- Were your decisions mostly based on what it was the best for you? Why?
- Did you choose to act for the common interest or your own? What did the rest of the Shapes do?
- Did you use the "Empty Action Cards" power?
- Did you have any riots? Why/why not?
- Was rioting successful? Why did you choose to start a riot or help another player rioting?

What if...
- If you would play a different role, how would you do it?
- If the X Shape was/was not being oppressive, what would you have changed?
- If you could choose a role from the beginning, which one it would have been and why?

Doing things differently
- If you would play the same game with the same people in the future, would you play in the same way?
- Would you change any decision that you have taken? Which one and why?

Connections with real life
Let's close the incredible world of Shapeland...
- Do you feel that Shapeland has any parallelism with the real world? If it does, in which way?
- Could you compare any situation that happened during the game with a real situation that happened in any country?

Learning
- What did you learn about yourself?
- Did you extract any knowledge from the game that could be connected with a learning in real life?
- Is everyone's role important in the society? Why?
- Could rioting have a big impact in societies? What about cooperation?
- What about having a competition with each other?

All players should be encouraged to speak from their own experience and perspective and not interrupt each other. The facilitator should not comment positively or negatively and help in case the conversation goes off topic.

SHAPELAND

Game Rules

CONTENTS

- 1 Board
- 1 round marker pin
- 4 player boards
- 4 cheat sheets
- 20 coloured pins of each color (red, green, blue and yellow).
- 2 Dice
- 11 Government Cards
- X Empty Government Cards
- 11 Action Cards
- X Empty Action Cards
- Money coins (Pentagons)

STARTING SETUP:

Every player chooses a shape (circle, triangle, square, rhombus) and is placed in front of it on the board. Each player (now called: Shape) has his/her own pins, player board, voting markers, blocking markers and power select markers.

GAMEPLAY:

The goal of the game is to be the Shape with the most points after surviving as a Community.
After the prequel rounds and before round 1, each Shape receives points, population, money (pentagons) according to its Shape characteristics. Every decision and act that the Shapes take affect their own or another Shape's amount of points, population, pentagons or satisfaction.

Shape		Starts Round 1 with		Summary
	Rhombus	1 population and 1 point		1. Goal
				2. Points
				3. Money
	Circle	2 pentagons		4. Population
				5. Buildings
				6. Satisfaction
				7. Government Actions
	Square	1 population and 1 pentagon		8. Shapes' Actions
				9. Production
				10. Special Powers
	Triangle	2 population		11. Riot and overthrowing the Government
				12. End of the game.

POINTS

In order to collect **points**, the Shapes need to have access to the buildings. There are also some **Action Cards** and **Government Cards** that give extra points.

MONEY

The currency of Shapeland is Pentagon. The **Basic Income** for all Shapes is **1 pentagon per round**. The pentagons are used to buy access to buildings.

POPULATION

The population is used to **overthrow the Government**. The player with the highest population after a successful riot becomes the new Government Shape.

BUILDINGS

The buildings host special services that provide a variety of benefits and increase the Shape's total money, population or points. *Pentagons and population ---> Access to buildings----> Points----> victory*
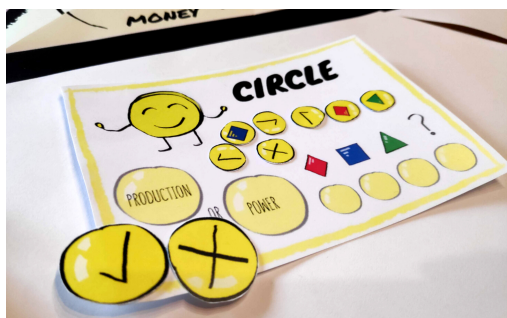

SATISFACTION

Satisfaction measures the Shapes' feelings towards the current Government and their possibility of Rioting successfully. The higher one Shape's Satisfaction is, the most unlikely it is for this Shape to riot.

GOVERNMENT CARDS

The game starts with the **Circle being the Government Shape**. The Government Shape has the option of implementing or not Government Actions, that can be found in the Government Cards.

GOVERNMENT CARD

Tax the richest Shape
(either most Pentagons or highest income) and block their income for this round
----
-2 satisfaction for chosen Shape
AND
distribute that income however you wish, +1 sat. to the benefited Shapes

PRODUCTION OR POWER

After the Government takes/takes not an Action, the Shapes can choose between **producing or using their Special Powers**. **Production** is important for the wellbeing of Shapeland community, because:

- If at least two Shapes choose to produce, every Shape gets fed.
- If less than 2 Shapes Produce, only Shapes that used the Triangle Special Power can try to feed their population.

Special Powers

Each Shape has his/her own Special Power and every Shape has the chance to use other Shapes' Special Power in every round. The special powers of each Shape are as follows:

| Shape		Special Power
	Rhombus	+1 pentagon and +1/ −1 sat. for one Shape
	Circle	+1 Population
	Square	Draw an action card
	Triangle	Priority access to food +1 point

BIDDING

If more than one Shape has priority access to food, Shapes can pay to be fed first. Whoever Shape wants, starts and bids one pentagon. The Shape on his/her right can either Raise the Bid or Drop. Bidding proceeds until everybody stops willingly.

- All Shapes that managed to feed their population get +1 point and +1 satisfaction point.
- All Shapes that did not feed their population face the consequences: −1 satisfaction point, −2 points and −1 population

ACTION CARDS

Any Shape that uses the **Square's Special Power** will be able to draw an Action Card and use it whenever they want throughout the game one single time.
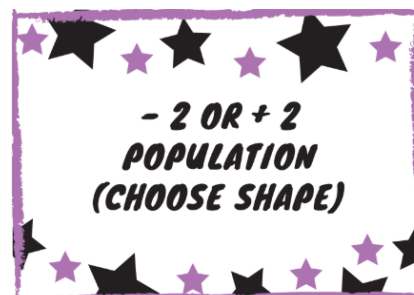
RIOT AND OVERTHROWING THE GOVERNMENT

If a Shape is not satisfied by the ruling of the Government, he/she can try to riot against it and overthrow it. There can only be one Riot attempt per round. The rest of the shapes can support or not the riot. If the Riot succeeds, the government is overthrown. If there is more than one riots, only the Shape with the lowest satisfaction can try to riot.

After the Riot: Shapes vote on who will be the next ruler (apart from the previous one). Population count breaks ties. If the Riot is NOT successful, the Shape that provoked the Riot loses 1 population. If the Shape's population is already 0, he/she loses 2 pentagons.

ACTIONS

1. Move round marker.
2. Government action.
3. Basic income and building bonuses.
4. Actions (vote for produce and power and consequences).
5. Riot.
6. Buy access to buildings

1 **Round marker:**
Every round the Round Marker should be moved by one round. The game lasts 9 rounds.

2 **Government Action:**
At the beginning of the round, the Shape that is ruling at the moment takes one card from the Government Card Deck and decides whether he/she wants to implement it or not. All the Government Actions take effect immediately and are valid until the end of the round. (*Prison Card:* The card is valid in the round that it is played, but the consequences appear in the next round).

3 **Income:**
At this point, every Shape receives his/her basic income and their building bonuses (money, points, population).

4 **Voting:**
All Shapes take their turn simultaneously by voting secretly, using their voting markers.

Before voting, players can discuss among each other their choices and take common decisions. The discussion is optional and if the Shapes decide not to follow what the said they would do, there are no penalties. The Shapes vote in order to decide upon:
- Either **Produce** or use their **Special Power**;
- One Special Power among the other Shape's powers to try to use it;
- Allow/block the choice of another Shape.
When the voting is done, the Shapes face the consequences of the voting, before moving to the next step.

5 **Riot**
Rioting works **rolling two dice:**

+3: You should roll 12
+2: You should roll 11
+1: You should roll 10

0: You should roll 9

−1: You should roll 8
−2: You should roll 7
−3: You should roll 6

Other Shapes' contribution: Roll a dice, and if it's > 3, add one to the rioting player's total. Works the same way to make rioting harder.

6 **Getting access to buildings**
The buildings access costs **3 pentagons for the first one, 4 pentagons for the second one**, etc. The Shapes can buy access to multiple buildings only once per round. **Multiple Shapes can gain access to the same building.**

END OF THE GAME

The game can end either **with one winner** or **with everyone losing**:
- If the Shapes manage to reach the 9th round, the Shape who has more points wins the game.
- If the Shapes do not meet the point threshold (40 points) by round 7, the society of Shapeland collapses and everybody loses the game.

VARIATIONS

You can add your own Government or Action cards, if you want to portray specific situations connected to the players' reality. The developers of this game encourage their users to use the Action cards and Government cards that are empty to create new actions a new lawn feeling free to test later how new cards works in the game. By this action the game is always open to all the experimented players that would like to continue with the development of Shapeland.

GAME CREATORS

This game was developed by Ignacio Márquez (Spain), Mei Ling Chen (Germany), Pedro Nunes (Portugal) and Anastasia Papageorgiou (Greece).

Contact: Mei Ling | mei-ling.chen@foej.net

DOWNLOAD THE PRINTABLE GAME

PHOTO ALBUM