

EDUBOARDS

Exploring Educational Board Games

EDUCATIONAL BOARD GAME OUTLINES

INTRO

"Eduboard: 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).

LIFE OF A TEACHER

Facilitator's Toolkit



INTRO OF THE GAME

"Life of a teacher" is a tool for youth workers and teachers to experience different situations that can happen in a class (bullying, discrimination, fighting) and how they can resolve them. The game is about the life of a teacher that needs to have a positive impact on the students without getting him/herself too stressed out.

TOPICS: Discrimination, bullying at school, students behavior.

DURATION:

- Explanation: 5'
- Game play: 30'
- Debriefing/discussion: 10'

GROUP SIZE: 1-4 players

TARGET GROUP: Children from age 7 to 16

LEARNING OBJECTIVES:

The game can be used at school, at home and at projects and training courses that target to train youth workers and teachers. The expected learning objectives:

1. To be in the position of a teacher;
2. To practice decision making;
3. Collaboration and team work between players;
4. Communication skills in order to solve the addressed problem.

PREPARATION NEEDED:

Fold the side quest cards and random effects cards in half.

Glue or staple the situation cards together, corresponding to their months (January situation with January Result, etc.)

Fold the trashcan on the white edges and combine the ends together to make a cylinder that you need to place on top of the trashcan on the board game.

TERMS:

Bully: A person who habitually seeks to harm or intimidate those whom they perceive as vulnerable.

Hijab: A head cover worn in public contexts by some Muslim women.

Break dance: A type of dancing in which a dancer performs very athletic movements that involve touching the ground with various parts of the body (such as the head or back).

DEBRIEFING:

Once the game is completed, the debriefing will guide the players towards reflecting on the choices that they made throughout the game. Some suggested questions might be:

- What would they have done differently in that situation?
- As a youth worker or a teacher, did you think/experience these situations before?
- How would you make the children not bully others?

LIFE OF A TEACHER

Game Rules



CONTENTS

- 10 Situation cards
- 5 side quest cards
- 7 random event cards
- 18 classmate cards
- 1 teacher marker
- 1 trash can
- 1 student marker
- 1 teacher marker
- 1 interactive board
- 1 score board

STARTING SETUP:

- Place the student cards on the board, in the specified place for each other.
- Place the student and the teacher bar on the scales.
- Place the random events and the side quests face down on the board.



Take the situation cards, arrange them in descending order of month (starting with September and ending with June), so you have September on top. Shuffle the Side Quest cards and put them next to the board. Do the same with Random Event cards. Put the teacher marker on the exploding meter in the middle. Put the student marker on the -7 position on the bully meter.

P.S! Side quest. Try to throw one piece of paper inside the trash can for one extra point on the class meter. You get one extra piece of paper for each side quest completed

CAMEPLAY:

The basic elements of the gameplay are getting to know the different students and their needs in order to create a peaceful atmosphere and keep the teacher working next year. Players start with a situation to which they react. They also have the option to take a Side Quest card whenever they like to. They need to survive the year with the teacher not exploding (reaching -7 on the meter) and also without the classmate-meter going to 0 (juvenile).



ACTIONS

1. The players start with the first situation card (September). They take it, read the card out loud and make a choice out of the 3 options. If there is a classmate's name on the card, take the classmate and read the description in his/her card.
2. After making a choice, turn to the other side of the card and read what happens next. Move the markers depending on the points received/taken away.
3. (Optional) You can take a side quest card. If you talk for 2 minutes and reach a good approach to help the students, you can choose to gain one point to the teacher's side or the student's side. **YOU CAN TAKE ONLY 3 MAXIMUM SIDE QUESTS PER GAME.**
4. After dealing with the situation card, move to the next month.

END OF THE GAME

The game ends when all 10 months have been played through. The group wins if they survived 10 months without the teacher exploding or the classmates reaching juvenile detention. The game is instantly lost if the teacher explodes or the classmate-meter hits juvenile. You can't go back to juvenile if you pass January, or you lose the game.

TURN EXAMPLE

Example: The players take the first card from the situation. There is written:

"It's the start of the school year and you are in front of the class. You introduce yourself to the class. They are not very happy with you and some of them argue that you are too young to teach and that you should go back to school. You are standing and listening, trying to talk with them, but they won't listen. What do you do?"

- a) Sit down on your chair and wait for them to calm down
- b) Show that you are the boss, make them surprise test
- c) Start screaming at them"

When the group makes the choice, they turn the card to the other side, and they see the results, for example, the card tells you: *"They act surprised. Soon they are calming down and start listening to you. Teacher and class point plus one point"*. Move the bar of the teacher and the students to plus one.



SPECIAL ELEMENTS

The players can choose at the start of the game to be part of the game, by writing their names on one of the extra blank student cards, their traits and a small drawing of them on the right and replacing one of the existing students (Carl, Elena, John or Susi).

VARIATIONS

The facilitator can write extra situation cards (there are 10 more blank situation cards in case they want to make another expansion to the game), extra side quests (3 blank side quests that can be written), extra random events (3 blank random events).



GAME CREATORS

This game was developed by Yaman Almahamid (Norway), Kristel Lina (Estonia) and Andrei Sava (Romania).

Contact: Kristel | kristellina91@gmail.com

DOWNLOAD THE PRINTABLE GAME



PHOTO ALBUM

