

# + Inclusive Education

## Card Game

# GAME MANUAL

# +IncEdu



## INTRODUCTION

In the world, one in every 20 children has a disability, with 49% of them being more likely to not attend school. According to UNICEF, these children are 51% more likely to feel unhappy and 25% more likely to be excluded. This current reality shows that Inclusion has to be seen once and for all as a society issue and not a school or family issue.

Taking into account the 4th SDG (Sustainable Development Goal) - "Ensure inclusive and equitable quality education and promote lifelong learning opportunities for all" - EDUPA: Plenary Education, together with AGIFODENT, developed the Erasmus +Inclusive Education Project, where this card game is inserted.

The game is made available online, in PDF format, and can be printed directly by whoever is going to use it. It includes, in practice, four different games (four different dynamics and approaches), which use the provided cards as their base. Simple dynamics were privileged, taking into account the target audience.

In pedagogical terms, the dynamics encompass four different approaches to good and bad practices: "identify", "create", "relate", "reflect". The game can be used in four different ways. The advantages are:

- The approach to the theme through different angles.
- In a class, children can be divided into small groups, playing different games.
- The games have different levels of difficulty, which expands their application.

Ages: 5 - 13 years

## Technical information

Promoters: EDUPA: Educação Plena and AGIFODENT  
Edition: Erasmus +Inclusive Education Project  
Design and production: Ideias com História 2023

## GAME RULES

### Game content

- 30 "Situations" cards
- 15 "Characters" cards
- 7 "Locations" cards
- 60 "Happy and unhappy" cards
- Game rules

## CARDS

### "Characters" cards

Each card represents a character, adult or child, who may be involved in everyday school situations. There are 15 cards with different characters.



### "Situations" cards

Represent situations that have happened in school, related to inclusion, taking into account issues of learning, social relations, accessibility, among others. Each situation is represented in two ways: one in which the result is negative and another in which the result is positive. Therefore, there are 15 pairs of situation images (30 cards in total).



## "Locations" Cards

Each card represents a location/place in the school.

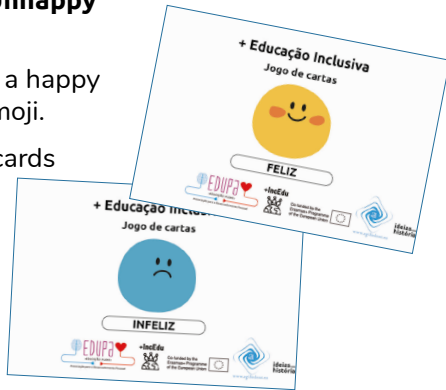
There are seven cards with different locations.



## "Happy and Unhappy" Cards

Each card has a happy or unhappy emoji.

There are 30 cards of each emoji (60 in total).



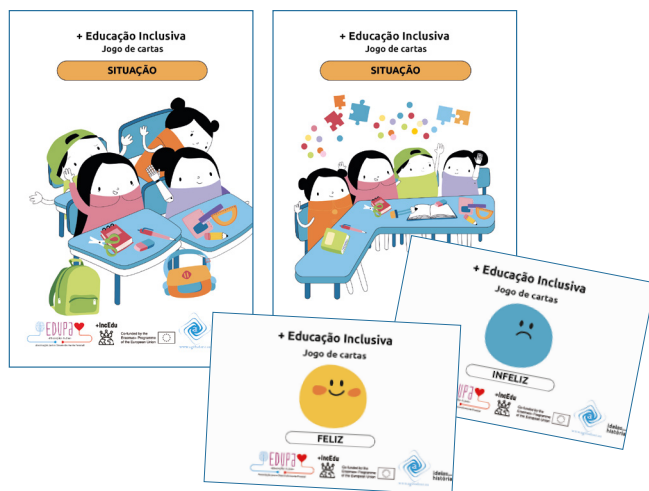
## GAME MODES

There are four game modes:

### Game 1 · Identify good and bad practices

A game to identify good and bad practices and reflect on their meaning.

**Cards:** "Situations" + "Happy and Unhappy"



**Objective:** to identify good and bad practices in the school and explain the reason for the choice.

**Players:** 2 to 4, with an adult moderator.

### Game dynamics

The "Situations" cards are shuffled and together in a deck.

A child draws a card, places it in front of them and must identify:

- What situation is being represented.
- Whether it is a good or bad practice, placing the respective emoji on top (happy or unhappy).
- Then explain why they related it to a good or bad practice.
- If the moderator feels the child has met the challenge, they give them a "Happy" card.

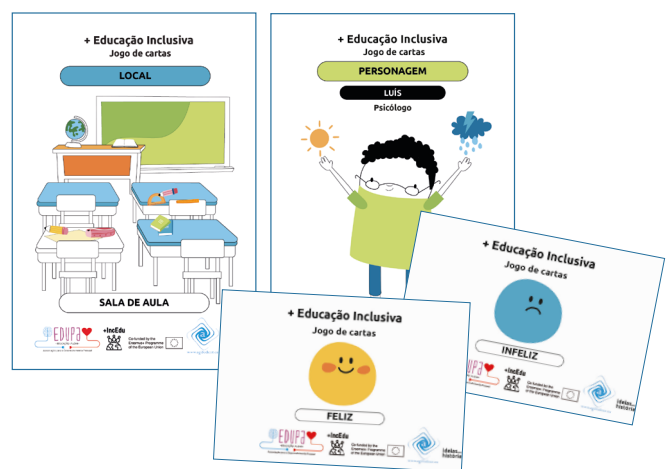
**Who wins:** the player with the most "Happy" cards.



### Game 2 · Create situations of good and bad practices

A game to create situations of good and bad practices.

**Cards:** "Locations" + "Characters" + "Happy and Unhappy"



**Objective:** to create a situation and reflect on what the good and bad practice would be in that location, based on the cards that were drawn.

**Players:** 2 to 4, with an adult moderator.

### Game dynamics

Separate the "Locations", "Happy or Unhappy," and "Characters" cards. Divide the "Characters" cards into two decks: adults and children.

Place the decks face down.

The player or moderator selects:

- A location card.
- An adult character card.
- Two children character cards.
- A "Happy or Unhappy" card.

Then, the player must create a situation of good and bad practice based on the emoji that was drawn (happy or unhappy).

If the moderator considers that the situation created is suitable for the challenge, they give the emoji to the player.

**Who wins:** whoever has the most emojis (regardless of the number of "happy" and "unhappy" ones).



### Game 3 · Matching good and bad practices (memory game)

A game to match good and bad practices, while also appealing to memory skills.

#### Cards: "Situations"



**Objective:** to match good and bad practices (with a direct relationship between the good and bad practice).

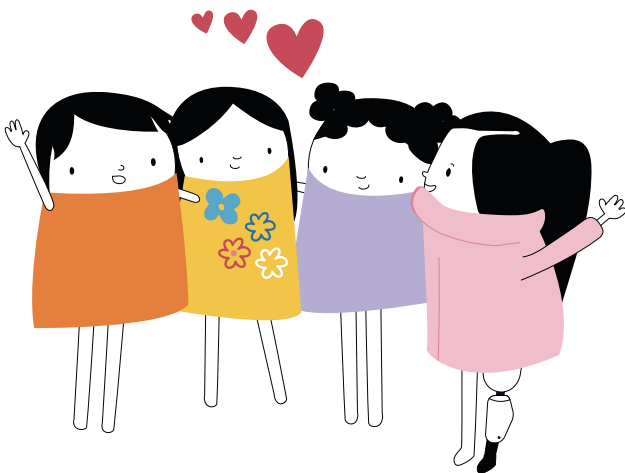
**Players:** 2 to 4, with an adult moderator.

#### Gameplay

Shuffle the "Situations" cards, separate them all and place them face down.

Each player takes a turn to flip a card. When a player thinks they have found a pair of good/bad practice, they match the pair and keep it.

**Who wins:** the player who matches the most pairs. In case of a tie, the winner is the player who matched their pairs first.



### Game 4 · Reflecting on good and bad practices

A game focused on promoting reflection on good and bad practices.

#### Cards: "Situations"



**Objective:** to reflect on what are good and bad practices.

**Players:** 2 to 4, with an adult moderator.

#### Gameplay

The cards with good and bad practices are in a deck, face down.

Each player takes a turn to draw a card. They must then reflect on the situation:

- Why it is a good or bad practice.
- What could be done to transform a bad practice into a good one.
- What they themselves would do in that situation.
- If they have witnessed similar situations to the one represented on the card.
- Etc.

**Winner:** there is no winner.

To better understand good and bad practices, we recommend that at the end of the game you watch the video "For an Inclusive School" through the link:

