|  |  |  |  |
| --- | --- | --- | --- |
| **Take M and show she**  **OPPOSITE**  **FACE!**  +2; 0 ; -1 | **If possible:**  **Clean hands and PREPARE an APPLE as a SNACK! Meanwhile TWIN with a COLOUR of your CHOICE.** | **How many zeros has  one Million?**  +1; 0 ; -1 | **Change PLACE**  **of Your chip**  **with player RED** |
| **Take M and draw she**  **OPPOSITE**  **EMOTICON!**  +3; 0 ; -1 | **If possible:**  **Clean hands and PREPARE VEGATABLE  as a SNACK! Meanwhile TWIN  with a COLOUR of your CHOICE.** | **Who is the current American President? Say name or show gesture!**  +1; 0 ; -1 | **Change PLACE**  **of Your chip**  **with player YELLOW** |
| **Take E and draw she**  **OPPOSITE**  **EMOTICON!**  +2; 0 ; -1 | **If possible:**  **Clean hands and SERVE WATER as a REFRESHMENT! Meanwhile TWIN with a COLOUR of your CHOICE.** | **One side of a normal  class-room-door  has a surface area  of \_\_\_\_ m2**  +2; 0 ; -1 | **Change PLACE**  **of Your chip**  **with player GREEN** |
| **Take I**  **and show the OPPOSITE**  **FACE!**  +3; 0 ; -1 | **If possible:**  **Clean hands and SERVE SWEETS!**  **Meanwhile TWIN with a COLOUR of your CHOICE.** | **The  usable surface area of a blackboard  is \_\_\_\_ m2**  +2; 0 ; -1 | **Change PLACE**  **of Your chip**  **with player BLUE** |
| **Take I**  **and draw the OPPOSITE**  **FACE!**  +2; 0 ; -1 | **If possible: Kick a pile of 3 beer mats with your fingers from the tables edge and catch them flying.**  +number of mats; -1  **Or… Activity Card!** | **You are going 3 hours with your bicycle at 15 km/h. You solve a distance of \_\_\_\_ km.**  +2; 0 ; -1 | **Change PLACE**  **of Your chip**  **with player BLACK!** |
| **Show an**  **INTERESTED FACE**  **like a student**  **in a lesson  must pretend.**  +4; 0 ; -1 | **Count clockwise until 2 and read the persons life  from handlines.**  +4; 0 ; -1  **Or… Place-Card** | **You want to arrive  in 10 minutes at  the station in 3 km distance.**  **How fast must you  run or ride?**  **\_\_\_\_ km/h**  +4; 0 ; -1 | **Change PLACE**  **of Your chip**  **with player VIOLET!** |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
| **Impressive speech: Say just the first word with large gesture!**  **“Friends!”**  +2; 0 ; -1 | **Which Dialling  Code Number has the country where You are now?**  +2; 0 ; -1 | **A screw on your bike needs to be tightend at exactly 10 Nm.**  **Explain!**  +3; 0 ; -1 | **SORRY!**  **Change Your**  **Chips PLACE**  **with player in the LAST position!** |
| **Impressive speech: Speak just the first word with important voice and  large gesture!**  **“FREEDOM!”** +3; 0 ; -1 | **Take a photo of your playing team.  It would be nice, to send it to all their e-mail-addresses.** +6; 0 ; -1 **Or…. Activity Card!** | **Why is a  summer day  in Gdansk  longer lightened  by the sun than in Athens?**  +3; 0 ; -1 | **LUCKY!**  **Change Your**  **Chips PLACE**  **with the player in the FIRST position!** |
| **Impressive speech: Speak just the first word with important voice and  large gesture!**  **“PEACE!”** +3; 0 ; -1 | **If possible: Dance around the table with your right neighbour!**  +4; 0 ; -1 **Or… Education Card!** | **List the capitals of:**  **GR, LT, PL, DE and one of their nicest towns.**  + number of correct answers ; -1 | **TWIN  on Your  or another  players position  of your choice!** |
| **Impressive speech: Speak just the first word with important voice and  large gesture!**  **“FUTURE!”**  +3; 0 ; -1 | **Whistle a theme of a well known song. Minimum  8 notes or 1 circle. Name that song.**  +4; 0 ; -1  **Or…. Activity Card!** | **Explain by an example:**  **1 ha**  +2; 0 ; -1 | **Rescue the  player from  the last position  by twinning  for next 3 rounds.** |
| **Impressive speech: Speak just the first word with important voice and  large gesture!**  **“FAIRNESS!”**  +3; 0 ; -1 | **Draw a house without break speaking the rhyme:**  **“This is the House**  **of Santa Claus!”**  +1; 0 ; -1 **Or…. Activity Card!** | **Explain by an example:**  **1 dm2**  +2; 0 ; -1 | **Take the chip  behind yours onto your chip  as a rider for one circle!** |
| **Impressive speech: Shout the first words with large gesture!**  **“Remember our HISTORY!”**  +2; 0 ; -1 | **Look into the  eyes of your  left neighbour without twinkling**  **for 5 seconds!**  +2; 0 ; -1 | **Explain by an example:**  **1000 l** +2; 0 ; -1 | **2□ = 32 Go □ ahead!** |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **Show a  HAPPY**  **FACE!**  +2; 0 ; -1 | **Play the virtual guitar of ELVIS for 5 seconds!**  +2; 0 ; -1 | **Guess the body length of your  right neighbour!**  **10 % difference  is allowed.**  +3; 0 ; -1 | **Free DICE**  **again now.** |
| **Show a  SAD**  **FACE!**  +2; 0 ; -1 | **Make a draft for a nice message  to a relative!**  +3; 0 ; -1  **Or…. Activity Card!** | **How to  let water boil at 80°C?**  +3; 0 ; -1  **Or …Surprise Card!** | **Choose a free position up to  10 steps  ahead or back, except the 5 steps  to the TARGET!** |
| **Draw a  HAPPY**  **FACE!**  +2; 0 ; -1 | **Balance a ruler  or something else on your nose  for one minute!**  +2; 0 ; -1 | **How to heat water without boiling  up to 150°C?**  +3; 0 ; -1  **Or… Surprise Card!** | **Call for help! Everybody  is allowed  to pick you up!  But all of them  may deny.** |
| **Draw a  SAD**  **FACE!**  +2; 0 ; -1 | **Fold a ship  from an up to approximately  30 cm x 20 cm**  **sheet of paper!**  +4; 0 ; -1 **Or…. Activity Card!** | **You put salt on ice: Explain, what is happening concerning the temperature!**  +4; 0 ; -1  **Or… Surprise Card!** | **Dice! Even = forward**  **Odd = back** |
| **Show a  TRICKY**  **FACE!**  +3; 0 ; -1 | **10 squats**  + number of squats; 0; -3  **Or… Education Card!** | **You blow  over the wet back  of your hand.**  **Explain the effects!**  +3; 0 ; -1  **Or… Surprise Card!** | **Dice two times:**  **First = forward**  **Second = back!** |
| **Draw a  TRICKY**  **FACE!**  +3; 0 ; -1 | **10 press-ups**  + number press-ups; 0; -3  **Or…. Activity Card!** | **You meter:**  **3 mA at 6 V Then the resistor has \_\_\_\_\_\_ Ω.**  +3; 0 ; -1  **Or… Surprise Card!** | **Overtake the player in front of you.** |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
| **Impressive speech: Shout the first words with large gesture!**  **“EUROPE! WHAT DOES THIS MEAN TODAY?”**  +2; 0 ; -1 | **Speak  the sentence:**  **“I like cleaning  the kitchen!”**  +2; 0 ; -1  **Or … another card  of your choice!** | **Explain  by an example**  **100 W**  +5; 0 ; -1 **Or… Surprise Card!** | **= □**  **Go □ ahead!**  **Or… Education Card!** |
| **Look like a piece of bread!**  +2; 0 ; -1 | **Pick Task-Cards out of the middle from different piles and hand them to each other player! Control them!** | **Name up to 4  €UROPEAN countries and  the prime ministers  or the presidents  or the chancellors!** + number up to 8 correct answers ; -1 | **20% of 20 = □**  **Go □ ahead!**  **Or… Education Card!** |
| **Find a card-triple of**  **Mood**  **Expression**  **Impression** +3; 0 ; -1 | **Give the dice to another player.**  **Then continue clockwise!** | **Name two €UROPEAN**  **countries with a common border.**  +2; 0 ; -1 | **□ : ¼ = 20**  **Go □ ahead!**  **Or… Education Card!** |
| **Pretend to be nervous!**  +2; 0 ; -1 | **Stand  on one leg for 10 seconds!**  +2; 0 ; -1  **Or… Education Card!** | **Point at bones:**  **Radius, Ulna**  **Wristbone(s),**  **Sternal, Thumb**  **Tibia, Index finger**  + number of correct answers ; 0; -1 | **Choose**  **a “horse”**  **for one**  **up to three**  **circles!** |
| **All players have to solve the number of players circles with game Perceptions.**  **If you get a stich, go  + 3 steps for 3 cards or +4 steps for 4 cards.** | **DEFENSE  YOKER**  **against any Job or TASK!** | **DEFENSE  YOKER**  **against any Job or TASK!** | **All players have to solve the number of players circles with game Perceptions.**  **If you get a stich, go  + 3 steps for 3 cards or +4 steps for 4 cards.** |
| **All players have to solve the number of players circles with game Perceptions.**  **If you get a stich, go  + 3 steps for 3 cards or +4 steps for 4 cards.** | **All players have to solve the number of players circles with game Perceptions.**  **If you get a stich, go  + 3 steps for 3 cards or +4 steps for 4 cards.** | **All players have to solve the number of players circles with game Perceptions.**  **If you get a stich, go  + 3 steps for 3 cards or +4 steps for 4 cards.** | **All players have to solve the number of players circles with game Perceptions.**  **If you get a stich, go  + 3 steps for 3 cards or +4 steps for 4 cards.** |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

|  |
| --- |
| Creative Commons Lizenzvertrag  ©Team Erasmus+, guided by Vo/LM, HGS, Lübeck, DE |



Idea and design have been developed in continuous cooperation of four schools in a successful €uropean partnership from the following countries:

http://www.vogt-hl.de/index_htm_files/450.jpg  
Szkoly Okretowe i Ogolnoksztalcace CONRADINUM [www.conradinum.pl](http://www.conradinum.pl/)

http://www.vogt-hl.de/index_htm_files/455.jpg

Holstentor-Gemeinschaftsschule <http://holstentor-gemeinschaftsschule.de>

http://www.vogt-hl.de/index_htm_files/451.jpg  
Kauno Maironio universitetine gimnazija [www.kmug.lt](http://www.kmug.lt/)

http://www.vogt-hl.de/index_htm_files/471.jpg  
Gymnasio Megala Kalyvia-Trikala   
[www.gym-m-kalyv.tri.sch.gr](http://www.gym-m-kalyv.tri.sch.gr/)

The GAME BOARD CHECKPOINT is part of the   
SOCIAL GAMES BOX COMCEPTION,   
which has been developed within the project  
 KEY COMPETENCIES FOR FOSTERING  
BETTER INTERNATIONAL UNDERSTANDING   
AND EMPLOYABILITY.  
The project is part of the programme ERASMUS+,   
cofinanced by the European Union.   
This project has been funded with support   
from the European Commission.   
The content reflects the view of the author only,   
and the Commission cannot be held responsible for any use,   
which may be made of the information contained therein.

**Take**  
P  
**PLACE**

**Jump**  
over  
ahead

**Kick**  
ahead

**Take**  
S  
**SURPRISE**

**Take**  
E  
**EDUCATIO**N

**Take**  
P  
**PLACE**

**Jump**  
over  
back

**Take**  
AorSorEorP  
**Your Choice**

**Take**  
A  
**ACTIVITY**

**Return**

**Draw**  
M  
Mood  
+3

**Take**  
A  
**ACTIVITY**

**Draw**  
I  
Impression  
+3

**Explain**  
M  
Mood  
+2

**Jump**  
over  
ahead

**Show**  
E   
Expression  
+2

**Show**  
M  
Mood

+1

**Draw**  
I   
Impression  
+2

+3

**Take**  
P  
**PLACE**

**Take**  
S  
**SURPRISE**

**Wait**  
1  
circle

-4

**Take**  
AorSorEorP  
**Your Choice**

**Jump**  
over  
back

**Kick**  
ahead

**Explain**  
E  
Expression  
+3

**Take**  
E  
**EDUCATIO**N

+4

**Ride &  
kick**  
ahead  
& back

-1

**Show**  
I  
Impression  
+3

**Take**  
S  
**SURPRISE**

**Kick**  
ahead   
& back

**Jump**  
over  
back

**Take**  
A  
**ACTIVITY**

**Draw**  
M  
Mood  
+3

**Horse**  
2  
circles

**Jump**  
over  
ahead

**Explain**  
E  
Expression  
+3

+5

**Rider**  
2  
circles

**Explain**  
M  
Mood

+1

**Show**  
I  
Impression  
+3

**Kick** back

Take  
E  
**EDUCATIO**N

**Show**  
M  
Mood

+1

**Show**  
E  
Expression  
+2