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| ***The Social Games Box***  ©Team Erasmus+, guided by Vo/LM, HGS, Lübeck, DE  Creative Commons LizenzvertragI:\Dateien Holger Vogt\01 Holger Vogt\SCHULE\07 Comenius\1000 KCIUE 2015-2018\07 Realisation\Report Forms\Erasmusgefoerdert_rgb.jpg |
| The games inside this box have been developed within the Project KEY COMPETENCIES FOR FOSTERING BETTER INTERNATIONAL UNDERSTANDING AND EMPLOYABILITY. This project is part of the programme ERASMUS+, cofinanced by the European Union. It 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.  Version 20170103 1249 |
| Idea and design have been developed in  continuous cooperation of four schools in a successful €uropean partnership of  Gymnasio Megala Kalyvia-Trikala, GR,  Kauno Maironio universitetine gimnazija, LT, Szkoly Okretowe i Ogolnoksztalcace Conradinum, PL, and Holstentor-Gemeinschaftsschule, DE.  The idea for the games in this box follows activities, we experienced during a project-meeting at Conradinum in Gdansk. During a project-meeting in Greece at Gymnasio Megala Kalyvia-Trikala we continued design and further aspects, especially a game board.  So it’s a real €uropean consistent further development of tools, fostering international understanding.  Children nowadays often know a lot about facial expression and feature, virtue or capacity of aliens, frogs or “devils”. Often, however, there seems to be a lack in knowledge of different human moods and the matching terms, particularly in their own facial expression and especially in interpretation of others facial expression. So we would like to increase the competencies in communication by fostering empathy with human beings instead of sympathy to “devils”.  Basic knowledge about communication means facial **expression**, interpretation of facial-expression, knowledge of terms according **moods** and categories of **impressions**. We have to consider the dependence of interpretation from **context** and **perception**. |
| These aspects the games in this box are about. Just by the way they might be a useful training for English terms of moods, for social terms in mother tongue, for fostering emotional development in family and school. We are interested in feedback (**usability, ideas, mistakes, corrections**) also regarding psychological use.  The origin of that box has been started during national activities at HGS in Lübeck in cooperation with Tara, Thore, Sabrina, Philipp, Maral, Maurice, André, Alexander, Anke, Uwe and Holger. We had external evaluation by Waldtraut and Jürgen.  Creative Commons Lizenzvertrag  **sealCOMCEPTION** -  A Social Games Box von  [Holger Vogt, Team ERASMUS+, Holstentor-Gemeinschaftsschule](https://creativecommons.org/choose/www.vogt-hl.de)  ist lizenziert unter einer [Creative Commons Namensnennung - Weitergabe unter gleichen Bedingungen 4.0 International Lizenz](http://creativecommons.org/licenses/by-sa/4.0/). |
| **How to play the games included in the BOX**  **The most important idea is:** It´s a more valuable outcome to **discuss the relationship  between mood, expression and impression depending on situation, context, and individual perception** than to become the winner by points!  **The most important rule is:** **Arrange your own rules in all games!**  **Next pages suggest some proposals for rules, but remind: This box is to be understood as an  Open-Source-Social-Games-Box!**  **Arrange your own rules! Add further piles or games!**  **Invent alternative game boards! Add further experience stops!**  **Arrange different tasks for players in rear positions. Arrange compensation of competence, age, maturity… Now experience, feel fun and success in personal social expressive and perceptional development!**  **GAME EXPRESSIONs**  **with a 40-Cards-Pile of 32 EXPRESSIONcards,  4 EXPRESSIONjokers and 4 SUPERjokers** Player takes one card from the **pile EXPRESSIONs** and **shows** the facial expression matching with the emoticons expression at the card.  **Referee** or majority incl. the own vote decides, whether the card goes to the acting player or back beneath the pile. **Value 1 point;** It´s going on clockwise.  **Differentiation** with higher difficulty: **Say the term, which describes the mood matching to the emoticons expression! Value: 2 points**  **GAME MOODs with a 40-Cards-Pile of 32 MOODcards, 4 MOODjokers and 4 SUPERjokers** Player takes one card from the **pile MOODs** and **shows** the facial expression, matching with the photos expression at the card.  **Referee** or majority incl. the own vote decides, whether the card goes to the acting player or back beneath the pile. **Value: 2 points** It´s going on clockwise.  **Differentiation** with increased difficulty: **Draw the matching emoticon! Value: 3 points**  **Differentiation** with high difficulty: **Say the term, which describes the mood, matching to the photos expression. Value: 4 points**  **GAME IMPRESSIONs  with a 40-Cards-Pile of 32 IMPRESSIONcards,  4 IMPRESSIONjokers and 4 SUPERjokers** Player takes one card from the **pile IMPRESSIONS** and **shows** the facial expression, matching with the term at the card. **Referee** or majority incl. the own vote decides, whether the card goes to the acting player or back beneath the pile. **Value: 3 points;** It´s going on clockwise.  **Differentiation** with increased difficulty: **Draw the matching emoticon! Value: 4 points** Player with the **most points** is the final **winner**.  **JOKERs:** Jokers set a player free from the demanded action (facial expression, drawing an emoticon or naming the mood) and the player gets the full points, as if the action had been performed.  **VARIATION: A** Each game is to be played separately and the calculation shows the winner of a separate game.  **B** The games are to be played sequentially and the calculation shows the winners of the separate games and the winner of the complete sequence.  **B1** Number of successfully stitches decides.  **B2** The total points are important.  **C** The 3 games are to be combined. The player, who is to be active, decides the type of game to be played in this round. The total points decide.  **Complex-Games with 120 cards in 3 piles: 32 EXPRESSIONcards, 4 EXPRESSIONjokers ,  32 MOODcards, 4 MOODjokers,  32 IMPRESSIONcards, 4 IMPRESSIONjokers, 12 SUPERjokers (partly in use).**  **GAME TRIPLETs**  **Combine Triplets of 1 MOODcard (Photo),  1 EXPRESSIONcard (Emoticon)** and  **1 IMPRESSIONcard (Term).** Perhaps you have prepared a **chart of triplets**, which seem to be right without any doubt.   |  |  |  | | --- | --- | --- | | **EXPRESSION** | **MOOD** | **IMPRESSION** | | **(Emoticon)** | **(Photo)** | **(Term)** | |  |  |  | |  |  |  | |  |  |  | |  |  |  |   This preparatory step **might be a game** itself: As well using **all the cards from 3 assorted piles** for a minute, or **out of one Hand** with or without **replacing** from piles, with or without **JOKERS**. **Each of the 3 or 4 players has 3 MOODcards,  3 EXPRESSIONcards, 3 IMPRESSIONcards,  1 SUPERjoker.**  **Variations to be played:**  **A** Player displays 3 Cards of different type.  **Differentiation**: Before starting the game it is to be arranged, who – depending from maturity, age or (language-) competencies – must add a **CONTEXT (situational description or short story)**. **Referee** or majority incl. the own vote decides, whether the **TRIPLET** goes to the acting player or back beneath the different piles.  Player takes **1** **MOODcard, 1 EXPRESSIONcard,  1 IMPRESSIONcard, in order to fill up the hand. SUPERjoker is not to be replaced. Value: 3 points** It´s going on clockwise.  **B** Player can choose **opposite matching**. Now the **3 cards shall not match in any relation.** **Referee** or majority incl. the own vote decides, whether the **TRIPLET** goes to the acting player or back beneath the different piles.  Player takes **1** **MOODcard, 1 EXPRESSIONcard,  1 IMPRESSIONcard, in order to fill up the hand. Superjoker is not to be replaced. Value: 3 points** It´s going on clockwise. **END**: No player can show 3 cards anymore.  **Winner:** Player with **most collected cards**.  **GAME PERCEPTIONs**  **Goal:** Combine 3 matching cards **MOOD (Photo), EXPRESSION (Emoticon)** and **IMPRESSION (Term)!**  **Participants:** 3 or 4 Persons.  In case of 4 persons, one person in each round is referee. The others may point out their opinion.  In case of 3 persons it´s enough to have 1 vote for the player, who has put the card onto the table.    **Material: Pen, paper, 120 cards COMCEPTION**  **We have 4 types of cards:** Those, with backside-print **MOOD, EXPRESSION, IMPRESSION,** **CONTEXT** and **PERCEPTION** are **SUPERjokers.**  Backside-print of the others is **MOOD, EXPRESSION** and **IMPRESSION;** the **first word** shows the **type** of card: **MOOD** or **EXPRESSION** or **IMPRESSION**. We build **1** pile each, backside up. Each player gets **1** **SUPERjoker**, **3 MOODcards** (Photos),  **3 EXPRESSIONcards** (Emoticons) and  **3 IMPRESSIONcards** (Terms).  **JOKERs** are named on front of the card.Using a **MOODjoker**, the player **shows** a facial expression (matching to the other card(s)).  Using an **EXPRESSIONjoker**, the player **draws** an emoticon (matching to the other card(s)).  Using an **IMPRESSIONjoker**, the player **says** the term for a mood (matching to the other card(s)).  The **SUPERjoker** can substitute every other card. **No activity** is demanded like using simple jokers. This 10th card is not to be replaced after use.  **Differentiation**: Depending from **age, maturity, show-talent** or **capability** you can arrange that using the **SUPERjoker** demands an argument in connection with terms “**Perception”** or „**Context**“.  **GAME PERCEPTIONs in progress:** The displayer can choose the type of card for start. This card is not changeable.  Clockwise the following player displays a card of **another type**, matching with the first one.  **Referee** is the 4th person after the starting person.  Referee or 3rd person decides, whether the card matches or not.  In case of **matching**, both cards belong **temporarily** to the **2nd** person. In case of not matching, both cards belong **temporarily** to the **1st** person.  The 3rd person displays the 3rd card of the 3rd type.  If the 2nd card had been **not accepted**, **the** **3rd card must just match with the 1st card**.  Referee, 1st or 2nd player decides, whether the card matches or not. If accepted, the 3 cards go to the **3rd** person **finally**.  If not accepted, the 3 cards got to that person, who had been the last temporary owner.  Compensation-activities in case of using jokers should be **arranged**, **before** you start!  **Variation “TRIPLET from hand”**  The displayer is allowed to show a triple of matching cards from her/his hand directly. . Referee, 2nd or 3rd person decides, whether the cards are matching or not. In case of acceptance, the used cards are replaced from the piles.  In case of rejection the cards go back to the players hand and she/he has to put 1 card onto the table. The punishment for the rejection is that the others know some of her/his cards now.  **Variation**  If the 2nd card is not accepted (by referee or both other players), the 3rd person is free, to cover the 2nd card with a „better” one. This card hast to be accepted by referee or one other player. Otherwise it has to be **taken back**. The 3rd person is allowed, to display additionally the 3rd card. Otherwise the opportunity for displaying the 3rd card is going to the 1st player.  Each displayed card is to be replaced from the same pile (except SUPERjoker) after one round.  **In case of 3 participating players, that one, who got the last stitch, has to display first in the following round**.  Reason: This position has the worst chance. **In case of 4 participating players, the referee of the previous round has to start next.**  If a player cannot display a card of the demanded type (the backsides show this) and has no SUPER-joker, then the person is to be skipped this round.  **END:** If nobody can display, the game is over.  Cards on the hands are lapsed; they count nothing.  **Owner of most cards is winner in the end.**  **GAME Checkpoint**  This game needs the **Game Board Checkpoint**,  a **dice**, **chips** (Red, Yellow, Green, Blue, Pink, Black),  **actioncards** (Activity, Surprise, Education, Place),  the piles **Expression**, **Mood**, **Impression**, a **pencil** and **paper** for drawing emoticons,  **3 beer-mats**, if possible.  If you got the version with 8 Cards for creating your own gameboard, you can combine 6 or 4 cards for short versions.   |  | | --- | |  |  |  | | --- | |  |   You can arrange a game until the checkpoint or  return and do the same backwords until you are back at your coloured home-place.  Both fields you have to hit exactly, otherwise wait a circle [or go back the surplus points].  **Just follow the instructions on the game board  or arrange your own rules!**  You might choose just suitable cards from the action-cards in relation to ability of the players and the surrounding of the room, other guests etc.  You have just to **follow the instruction of the field, which You reached directly by dice**.  Don´t follow instructions of a field, to which you have been sent as a result of an instruction.  If your **chip meets another** one, just kick that chip one step back. If that place is occupied, add further steps until your chip finds a free place.  “**Jump** **over** **ahead**” means: Your chip jumps one place further than the next chip (This might be 15 steps ahead etc.). If that place is occupied, add further steps until your chip finds a free place.  “**Kick** **ahead**” means: Kick the chip one step ahead of your place and take that place.  The kicked chip has to go 1 step back to your former place.  “**Take E**” points to the GREEN action card.  “**Kick** **back**” means: kick the chip directly behind your place and take that place. The punished chip has to move 5 steps back.  If that place is occupied, the punished one has to go backwards, until there is a free place.  “**Take P**” points to the BLUE action card.  “**+5**” means: Your chip goes 5 steps forward.  If that place is occupied, add further steps until your chip finds a free place.  “**Show M**” means: Take a card from the **Mood** pile and show the same facial expression.  If successful (referee or majority decides), go +1;  if not, don´t move. If you deny, step back -2!  If that place is occupied, add further steps until your chip finds a free place.  “**Take A**”, is connected with the RED action card.  “**Rider 2 circles**” means: Your chip jumps onto the next chip and is carried by that for the following two circles of the game. You are free for a brake…  “**Explain E**” means: Take a card from the **Expression** pile and explain that facial expression.  If successful (referee or majority decides), go +3;  if not, don´t move.  If you deny, step back -2!  “**Show E**” means: Take a card from the **Expression** pile and show that facial expression.  If successful (referee or majority decides), go +2;  if not, don´t move.  If you deny, step back -2!  If that place is occupied, add further steps until your chip finds a free place.  “**Take S**” points to the YELLOW action card.  “**+3**” means: Your chip goes 3 steps forward.  If that place is occupied, add further steps until your chip finds a free place.  “**Horse 2 circles**” means: Your chip underruns the next chip and carries that chip for the following two circles of the game. The owner of that chip has free time…  “**Show I**” means: Take a card from the **Impression** pile and show that facial expression.  If successful (referee or majority decides), go +3;  if not, don´t move.  If you deny, step back -2!  If that place is occupied, add further steps until your chip finds a free place.  “**Draw I**” means: Take a card from the **Impression** pile and draw that facial expression e. g. as an emoticon.  If successful (referee or majority decides), go +3;  if not, don´t move.  If you deny, step back -2!  If that place is occupied, add further steps until your chip finds a free place.  “**Kick** **ahead & back**” combines the both already defined reactions.  “**-1**” means: Your chip goes -1 step backwards.  If that place is occupied, add further steps until your chip finds a free place.  “**Ride and kick ahead & back**” combines the three already defined reactions.  “**Explain M**” means: Take a card from the **Mood** pile and explain that facial expression.  If successful (referee or majority decides), go +2;  if not, don´t move.  If you deny, step back -2!  “**Draw M**” means: Take a card from the **Mood** pile and draw that facial expression e. g. as emoticon.  If successful (referee or majority decides), go +3;  if not, don´t move.  If you deny, step back -2!  If that place is occupied, add further steps until your chip finds a free place.  “**-4**” means: Your chip goes -4 steps backwards.  If that place is occupied, add further steps until your chip finds a free place.  “**Jump** **over** **back**” means: Your chip jumps one place back behind the next chip (This might be 15 steps back etc.). If that place is occupied, add further steps until your chip finds a free place.  “**Wait one circle**” means: You are skipped for one time. Have a break!  **Checkpoint**: You must **hit** the checkpoint, that´s the 180° turning arrow, **exactly**.  Otherwise wait at your place!  Now, if not arranged otherwise, go the trail back!  All instructions are now relative to your direction.  “**Forward**” points to your coloured home-field!  After a chip reached the coloured home-field, the others continue and the winner serves drinks.  The vice-winner has to serve sliced fruits.  The number three might serve sliced vegetables.  The number four should prepare a yoghurt-dip.  The numbers five and six arrange the dishwasher.  The TEAM-ERASMUS+ at HGS would be glad, to get feedback concerning mistakes, corrections, usability, and further developed ideas by e-mail to [holger@vogt-hl.de](mailto:holger@vogt-hl.de), under the  Subjects: **COMCEPTION** or **CHECKPOINT.**  sealFurther information concerning the project: [www.vogt-hl.de](http://www.vogt-hl.de)  Creative Commons Lizenzvertrag  Please respect the  Creative-Commons-Licence! |

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