

ANCHORS FOR THE FUTURE

THE GAME

Aim of the game

Participants - by working in a team - train decision making, learn critical thinking and build self-confidence. The game is designed for girls aged 13-19. It is suitable for other target groups, but we recommend applying changes and improvements to adapt it for specific group needs.

The game is run by a game master – adult person with experience and knowledge in working with children and teenagers.

Up to 6 people can participate in the game at one time – they make a team and do not compete with each other.

The real challenges should be adjusted to the age and sensitivity of the participants. They can be freely changed or replaced with others. It is also possible to use only the fantasy challenges during the game. Remember – the aim of the game is to train social skills - not to find real solutions to challenges.

Preparation

I. Download an app with a virtual dice (for colour drawing) or prepare a dice with 6 colours instead of numbers (yellow, green, purple, red, blue, orange)

II. Prepare a ship (e.g. according to the instructions attached to the game) which will be used for moving to the next points (anchors)

III. Prepare the board

1. A board – A2 size or print as „a poster” (4 A4 sheets) in colour or black and white version.

2. Cards with challenges – print both sides, cut and shuffle them before the game.

- cards with fantasy challenges + jokers/traps – versions with stars (back of the card with a star)
- cards with real challenges – versions without stars (back of the card without a star)

Place the cards with challenges on the board in piles, face down, on colorful “islands” (places), several pieces per place. Fantasy challenges - at the bottom, real challenges - at the top.

3. Skills – print, cut, shuffle.

4. Printed instruction should be visible to all participants.

Erasmus+ KA205

Strategic partnerships projects
in the field of Youth

Project Title:

ANCHORS FOR THE FUTURE



Laboratorium
Zmiany



jovesólides
JÓVENES HACIA
LA SOLIDARIDAD
Y EL DESARROLLO



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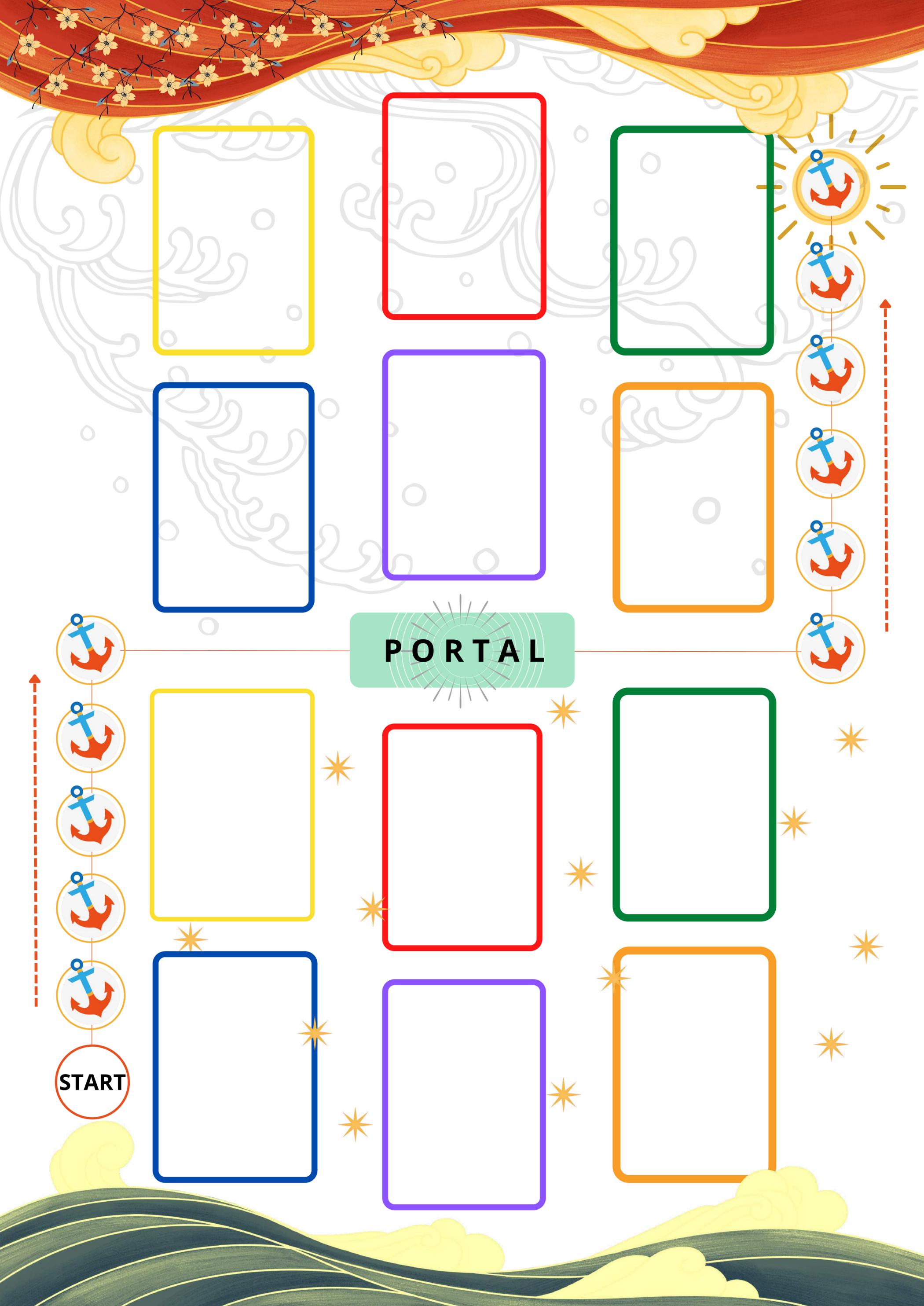
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START

PORTAL



Step-by-step instructions

Before providing step-by-step instructions to players, make sure to read them yourself.



The story *(Introduce the players to the story below)*

„Friends,
You find yourself in a land where you aren't happy. You are aware that there is a place where you can feel most yourself – free and able to achieve whatever you desire. You need to focus on the sea. The weather is rough and you can't move further without opening a portal. After completing upcoming challenges, you can reach an island of your dreams. Come up with ideas and act as your own anchors“. Take care of all members of your team and be supportive and stay creative.

The goal of the game *(introduce it to players)*

The goal of this game is to get to the island by facing given challenges. You need to keep your boat moving through the board. You will be able to improve your skills in the fantasy ocean, therefore you will be able to face reality.

At the beginning, each one of you will pick 2 skills. You can show your skills to each other because you will be cooperating. In order to face the challenge you have to use these skills (minimum 1 skill per person). After solving the challenge you should:

- move your boat by one step
- keep the challenges and the skills you used
- pick new skills so that you always keep 2 skills per person

Elements of the game *(Show these elements to players)*

- a board
- a map of two oceans
- challenges
- skills
- a boat
- starting point (the land)
- a portal
- finishing spot: an island

Step-by-step round *(Read it step-by-step to the players and make sure they understand everything)*

1. Every person chooses two skills from a pile.
2. Spin the colour wheel or throw the dice (one person should do it).
3. Pick the challenge based on the same colour as on the wheel
4. Read the challenge out loud
5. The person who spins the wheel starts the discussion
6. You have 1 minute per 3 people or 1.30 minute per more than 3 people for the discussion. Use your skills and cooperate.
7. The game master will ask for your proposed solution. There are no „good, bad or key“ answers.
8. Move your boat.
9. Every person adds new skill(s) from a pile.
10. The next person continues.

***Joker card** Not all challenges are real. Some are “it's a trap” ones

The end of the game

Game is finished when your boat arrives on an island.
Then celebrate!.



TIPS for Game master



Hello game master! Glad we have you to help create the best environment possible in this game :)

We want players to feel motivated, be creative and work together to solve challenges and also challenge themselves and their personal skills.

For this, we need you to be aware of what is happening in the game to intervene and help them whenever necessary.

First of all, at the beginning of the game, read the instructions clearly and clarify any doubts that may arise. During the game, be aware of the times of challenges and clearly listen to the participants' responses.

Golden tips:

- Encourage everyone's participation so that you hear all the voices present and make them feel an important part of what is being done.
- Remind them that there is no wrong or bad answer; what is important is that they use what they have within and between them to respond to the challenge that presents itself. Don't judge any answer and alert others to it too.
- Pay attention to the group dynamics: if you notice that someone is very quiet or distant, try to bring them again; if the group feels discouraged or bored, propose a wild card or make jokes for example. The intention is for them to get involved and have fun here, while developing their individual and group skills. We are counting on you to help promote this!
- When the joker cards appear, the craziest answers can appear. And that's good, let the participants use the same ones as they prefer.
- Be interested and open to everything you see and hear: a space for welcoming and listening is essential so that the goals of our game are achieved (P. S: If you notice any behavior or speech that may indicate risky situations, try to talk with the participant and closest people responsible for him/her. Consider extra/professional help if possible to make this referral).
- Celebrate with them each idea, victory and challenge accomplished. The path counts as much as the ending point, so every step should be noted.
- If they can't meet a challenge, reassure them. There's always a chance for fresh starts and a challenge you can't finish is a chance to learn and prepare for what's next.
- Respect the individualities, the stories of each one and their differences. Value it! Make this game the safest and freest space possible for players to explore their creativity and skill with affection, listening and fun.

At the end of the game, celebrate with them the path taken and the victory achieved. Make them remember what they've achieved and how crucial each one's participation was. Alone they are much and together, even more; this recognition of individual potentials and the value of having a friendly shoulder (or several) to go through the obstacles and joys of life, needs to be emphasized during, but, above all, at the end of the game when they will have a better chance of evaluating what just happened. For this, ask evaluation questions to enrich the discussion.

Suggestions:

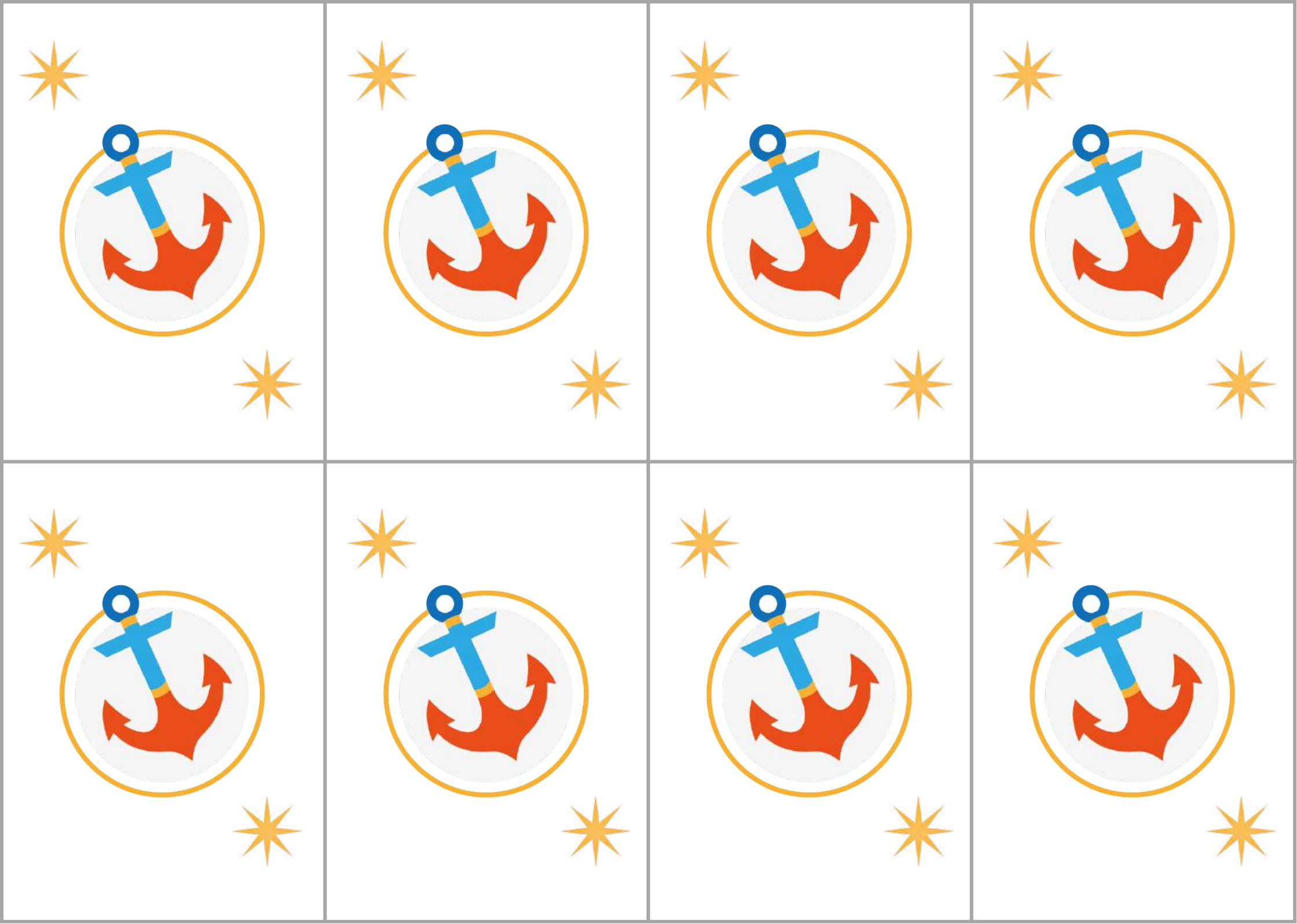
- What did you think of the game?
- Was it fun?
- What was the hardest part?
- What did you like the most?
- Was there something you didn't like?
- Do you believe that any of the solutions found by you during the game can be used in your real life?
- What would you do to make the game more fun?

NOTE: It doesn't have to be an intense or mechanical questionnaire, talk to them lightly and openly to find out about the participants' feelings. Promote paths of dialogue with them: this will make the moment more dynamic, interesting, sensitive and human.

Search the participants for new ideas for the game - they can be adapted and used in future versions or even in the design of new games and playful tools of pedagogy and action :)

Now you are ready to be a mediator/game master and help these players on their life journeys :)







While you were on an expedition up the mountain, a member of your crew got lost. You need to go as soon as possible to find her/him.



As you approach the island, you fall into a whirlpool that gradually sinks your boat. How do you evade it?



After reaching the island, you are kidnapped by a group of natives. How are you going to convince them to let you go free?



While you are sailing, you visualize some pirates approaching your boat. Do you defend or attack? Argue the answer.



In the middle of the jungle you meet a big tiger on your way and it's ready to attack. What are you going to do?



While you were docking the boat the mast of your ship is destroyed by accident. How are you going to repair it?



You destroy an ancient sculpture by accident. How will you explain yourself to the islanders?



You have arrived on an island where natives live. How would you communicate?





You are adrift and something extraordinary happens... It's started raining carnivorous snakes! P.S.: You can't kill them. How are you going to protect yourselves?



You are on an island that is habited by very territorial pirates. They don't want strangers on their island. What will you do to be able to stay for a while on that island?



A big thunderstorm is about to hit. You have to leave the island you are on in less than 5 minutes. What material do you choose: a 2x2m cloth, wood and matches to keep warm or blankets?



You need to land on an island, but a crew member has a serious leg injury that prevents him from landing. How do you help her/him?



A huge sand troll stands in your way. He is biting his fangs at you, grunting menacingly at the same time. How are you going to continue on your way?



You land on the island when a volcano erupts, which launches rivers of lava that surround you on all sides. What would be your first move?



You want to land on an island, however, a group of sharks protected access to the island and new resources. How will you deal with them?



On this island, you meet parrots endowed with speech and human understanding. However, they are prejudiced against you because they do not know you. Introduce yourself in such a way that parrots trust you and show you the way.





You meet a tigress on the island. She looks large and formidable, but something about her behavior makes you understand that she is looking for her baby stuck on another island. What's your decision?



On the island you meet a loudly meowing tiger cub. It looks like mum's lost, but there is no other animal on this island. What's your decision?



You came to an island where pirates have their base. They have noticed your presence and are starting to approach you. How will you convince them of peaceful intentions?



The swarm of wasps is starting to chase you! How can you avoid severe stings?



You hit the shore when the day is over and the weather starts to change. The storm is coming. What will you do?



Right after reaching the shore, you are kidnapped by a group of natives. The village elder explains in a sign that they won't let you go any further if you don't teach them something useful. What would you teach them?



You reach Cat Island. You meet these cute, fluffy and purring quadrupeds at every turn. Their charm is so powerful that you are unable to move on. How are you going to get to the next point?



After setting up camp on the new island, you relax by the fire. The next morning, it turns out that the most important equipment and tools available to you have been stolen by curious monkeys. How are you going to get it back?





You are setting up camp on the island. After a short survey of the area, it turns out that you cannot find a freshwater source. What will you do to stay hydrated?



You have just set up camp and are looking for something to eat, but to no avail. All the fruit in the area is already harvested by the lemurs and their king. To survive, you need to negotiate with the king.



Your boat is crumbling into tiny poppies smashed against the rocks by the beach of another island. You can see trees in the distance. You have to arrange a means of transport for the rest of the journey.



It turned out that there is a drinking water source on the other side of the island. Unfortunately, you have to pass the lair of nightmarish monsters. What will you do?



You are about to land on an island and Poseidon appears. He tells you that in order to land on this island you must bring precious stones or gold ashore.



To move your boat, you will have to solve 2 challenges this round/in this island.

Your boat is broken :-(
Pick up unused skills from the last round to fix it before heading to the challenge on this island.

Solve the next challenge and move forward 2 Anchors houses after that :-)

You can use only one of the all skills you have to solve the next challenge.

You are so lucky! The wind is with you, so you can move forward one anchors house.

Do not spin the color wheel for the next round. Just go to whichever island you want.

Sorry for telling it, but you are coming back one anchors house.

This Island is not for you. Spin the color wheel again and go to another one.

Come back to the beginning of this phase, It is a chance to improve your friendship. Team work and fellowship.

You gonna use a babyu + the skills you have chosen to solve the next challenge.

You must use all the skills your crew got to solve the next challenge in 1 minute.

We are going mountain climbing and we dont have wifi to find the way.

Your school has a viral infection just before prom and you dont want to miss it.

Your friend is having an panic attack and you need a support to help her/him.

You are adrifting and there is a mosquito infestation, how would you protect yourselves?

While you are sailing you visualize a child adrift and is in apparent shock.

You have been sailing for a long time and nostalgia and sadness begin to appear. As a group, how can you help each other?

You have run out of bait to fish. From now on, what do you propose to feed yourselves?

You are dropping anchor in the sea and one of your companions, by accident, has fallen into the water and cannot swim. How do you help him without getting into the water?

You're about to run out of food on the boat and you're going to have to eat what you fish for. One crew member is allergic to fish.

You are searching for food in the mountains and you are following the route marked by the GPS, but you have just entered an area in the middle of the mountain that has no coverage. How will you find the way?

You are making a route through the mountains and your compass has broken. How are you going to orient yourself?

You are in the middle of the mountain route that you had planned. and a member of the group panics and wants to go home. How can you fix this situation?

While you are sailing you visualize a couple of exotic islands and half of the people want to go to one and the other half to another. How would you solve this problem?

A member of your group is secretly drinking and eating every day of the food ration you have. For fear that it will continue to do so, what decisions would you take from now on?

The boat in which you are sailing is sinking due to the weight generated by some personal items carried by some members of the crew. How would you do so that these people could get rid of these objects?

You have arrived on the island and you must organize the tasks of each person in order to organize the day to day. What task will each have?

At midnight sleeping in the island camp, you hear sounds coming from the center of the island. The group is terrified. How will you deal with this situation?

People begin to get impatient by not having a minimum of leisure. How will you cover this situation and what solutions will you provide?

Food is running out very quickly and people are starting to get very nervous. Find solution to this problem.

You are drifting and have detected a hole in the boat through which water enters. If you can't cover it up, you'll drown. What solutions do you propose?

You are in the base camp making dinner on the fire and suddenly everything catches fire. Decide together what objects are the ones you would save first.

It's time to appoint a group leader. The whole team wants to be. How do you choose it?

Half of the group wants to go to a nearby island since they feel uncomfortable on this island. The disparity is starting to make people nervous. How will you deal with this problem?

You have just landed on an island and the first thing you want to do is light a fire. However, it is an island that is completely cut down and deserted. What do you do?

On a pitch-black night, in shark-infested waters, the team's worst fears are realized when one from the bow hits a remote coral reef and you're about to be shipwrecked. What are you going to do?

You are sailing and a very strong wind has turned and the tide is rough. How do you keep yourself safe?

To board the boat, each group member is only allowed to carry a backpack with 5 things. What do you choose?

You are in the middle of the sea and it starts to rain heavily, so hard that they look like small stones against your skin. What do you do?

Disoriented at night, when the sky is as dark as jet and there are no moon or stars. How can you guide yourselves?

In 24 hours, each crew member has three shifts a day of four hours, so everyone faces the challenge of sailing at night. However, there is a crew member who has a phobia of the dark. How do you solve this situation?

You need to reach land before night falls, however there is no wind at all, which prevents the ship from moving forward. What do you propose to reach land before sunset?

**You are good
writer**

You are good chef

You play the guitar

**You are good
in chemistry**

**You have good oral
expression**

**You are great
mathematician**

**You have
construction
knowledge**

**You have the ability
to learn languages
fast**

**You have telepathics
knowledge**

**You have leadership
skills**

**You are very
empathetic**

**You have a lot of
self-confidence**

**You have a positive
thinking**

**You can work under
pressure**

**You have spiritual
thinking**

**You have
negotiation skills**

You are good at resolving conflicts

You are organised

You have a lot of creativity

You have gardening skills

You can teleport

You are good liar

You are good storyteller

You can control water

You can hypnotise

You can read minds

You can whisper to snakes

You can blow clouds

You can blow clouds

You can control the turtles

You can flirt with dolphins

You can control fire

**You have an army
of flamingos**

**You can create
internet connection**

You can fly

**You can move
objects with your
mind**

**You can eat
anything**

**You can melt your
body**

**You can control
the air**

**You can turn
everything you
touch into gold**

**You have
super-speed**

**You have the gift,
all dogs love you**

**You take care
of yourself**

**You have willingness
to learn and
self-development**

**You can concentrate
very fast**

**You have creative
thinking**

**You have critical
thinking**

**You have the ability
to make decisions**

| | | | |
|---|---|---|--|
| You can cope with stress | You can troubleshooting | You have self-discipline | You have independent thinking |
| You have high ability of data search | You are ease in establishing relationships | You have resistance to stress | You have the ability to work under pressure |
| You care for a good atmosphere and communication in the team | You are good at solving conflicts | You are good at working out compromises | You have the ability to motivate the crew |
| You take risks | You are a good listener | You are good in building relationships with other people | You have a lot of personal culture |

| | | | |
|--|---|---|--|
| You are good at expressing constructive criticism | You have logical thinking | You have abilities of leadership | You are good at supporting others |
| You have high ability of data search | You encourage teamwork | You are good at speaking in public | You have the ability to focus on the goal |
| You have persuasive abilities | You have kindness and positive attitude towards people | You have excellent time management and punctuality | You have the ability to motivate the crew |
| You have a great work organization skills | You have good manners | | |