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HOW TO PLAY THE GAME



GAME PREPARATION

- Sort all actioncards by category and place them next to the playing field.
- Keep a pen and the 'Quick Note' pad ready for your spontaneous ideas.
- Each player chooses a small object as a playing piece and places it on a small hexagon.
- Place a mobile phone or a clock visible to all players.
- Choose a timekeeper (watches the clock) and a moderator (reads the rules).

AIM OF THE GAME

Get to know the SMALEI matrix, discover sustainable best practices and develop initial ideas for your facility. The first player to the finish wins.

GAME MATERIAL

Game board, dice, action cards, idea card, pen

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RULES OF THE GAME

- Start: The player with the most sustainable journey begins, in the event of a tie, throw the dice to choose the beginner.
- Enter the game: Roll the dice until you get a 5 to enter the first theme block
- Then draw an actioncard and carry out this action.
- The player who reaches the goal first wins

Course of play

- Roll the dice in turn and move forward according to the number on the dice.
- Running fields (smaller fields): Read out the terms and comment on them briefly (How do we understand them? Do we already do this? Does it suit us? Do we want this?)
- The timekeeper ensures that the response time is approximately 2 minutes.
- Topic blocks (larger action fields): Draw an action card and carry out the task within 3 minutes.

ACTION! Action field categories:

- Explain: Explain terms without key words, e.g. environmental pollution without using "environment" or "pollution".
- Discuss: Discuss a question as a team.
- Reflect: Reflect on a given statement.
- Drawing: Draw a term so that the other players can guess.
- Pantomime: Represent concepts through body language (no words). You may use auxiliary objects or point to things.