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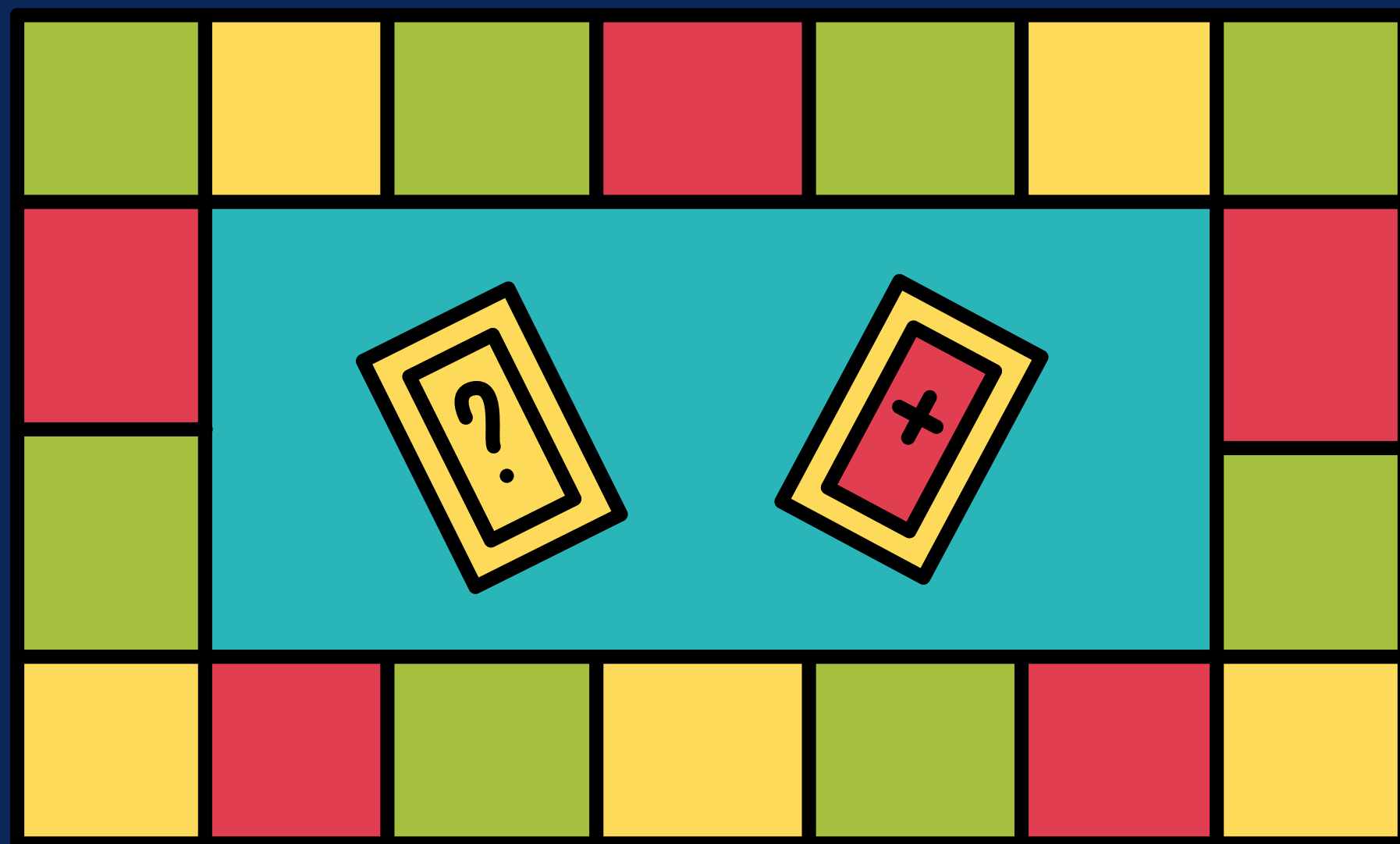
Board Game

Empathy

Adventure

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Learning to design educational games with gamification methodology

Educational Goal: "Empathy Adventure" aims to teach children about neurodiversity, empathy, and the importance of accommodating different needs. It fosters a supportive environment where players learn from each other and celebrate diverse strengths.



Game N.1

Players work together to complete challenges and collect empathy tokens by understanding and accommodating each other's needs and preferences.

Players: 4-6 players, including one player taking the role of an autistic student.



Game Board: A path with various stops, including challenges, safe zones, and empathy boosters.

Empathy Tokens: Earned by successfully completing challenges.

Challenge Cards: Describe scenarios requiring cooperation and understanding.

Character Cards: Each player has a card describing their character's strengths, preferences, and challenges.

Components

Accommodations Cards: Strategies to help players navigate challenges, focusing on communication, sensory needs, and social interactions.

Setup



Each player draws a Character Card, including one representing an autistic student with specific strengths (e.g., attention to detail, honesty) and challenges (e.g., sensory sensitivity, social communication).



Place the Game Board in the center and distribute empathy tokens evenly among players.



Shuffle the challenge cards and place them face down on the board.

Gameplay

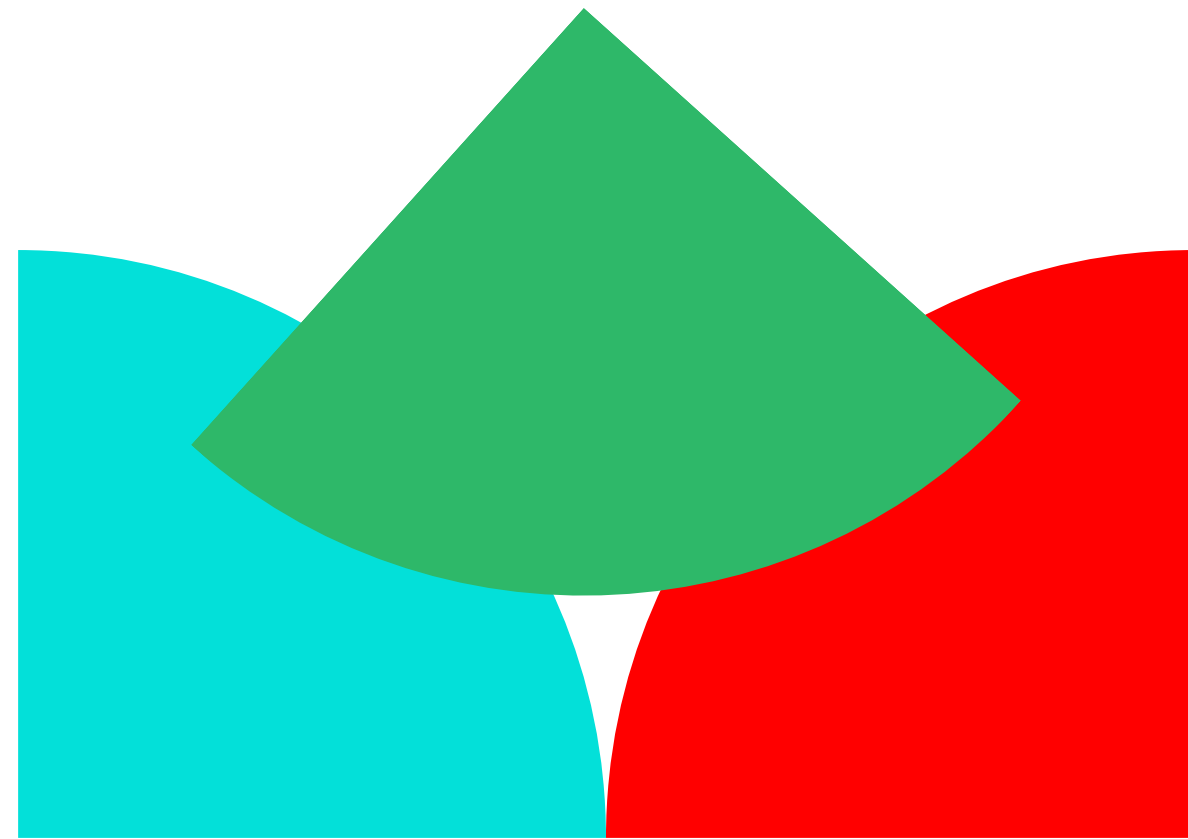
Players take turns moving their pieces around the board.

When a player lands on a challenge space, they draw a challenge card and read it aloud.

The group must work together to solve the challenge. Players use their character cards and accommodations cards to navigate the scenario.



Examples of Challenge Cards



Sensory Overload: The classroom gets noisy. Discuss and decide how to create a calm environment.

Group Project: Plan a project where everyone's strengths are used. Ensure the autistic student feels comfortable with their role.

Social Situation: A new student joins the game. How can the group make them feel welcome, considering different social needs?

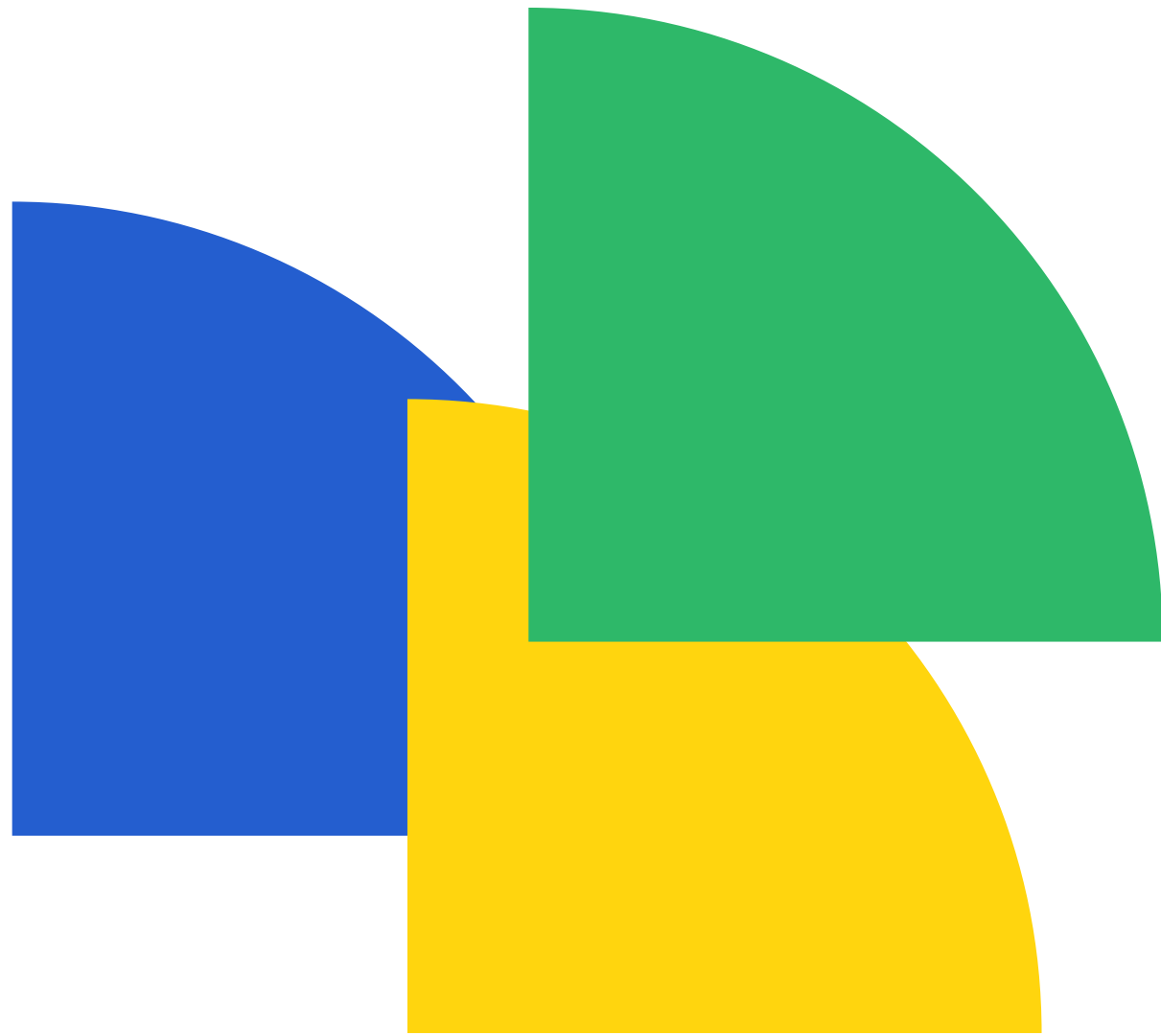
Winning the Game



The game ends when all players reach the final space on the board.

Players count their empathy tokens. Discuss as a group how they supported each other and what they learned.

The game emphasizes cooperation and understanding, rather than competition.



Game N.2

♥ Getting to Know You ♥ BINGO

Find someone that fits each description and write his/her name in the corresponding spaces.

SOMEONE WHO LOVES TO DANCE <input type="text"/>	SOMEONE WHO HAS A LONG HAIR <input type="text"/>	SOMEONE WHO HAS A BROTHER <input type="text"/>	SOMEONE WHO IS WEARING EYEGASSES <input type="text"/>
SOMEONE WHO IS AFRAID OF SPIDERS <input type="text"/>	SOMEONE WHO LOVES FRUITS <input type="text"/>	SOMEONE WHO CAN PLAY A MUSICAL INSTRUMENT <input type="text"/>	SOMEONE WHO LIKES TO READ BOOKS <input type="text"/>
SOMEONE WHO LOVES SPORTS <input type="text"/>	SOMEONE WHO CAN DO A CARTWHEEL <input type="text"/>	SOMEONE WHO CAN SPEAK ANOTHER LANGUAGE <input type="text"/>	SOMEONE WHO OWNS A PET <input type="text"/>
SOMEONE WHO IS LEFT HANDED <input type="text"/>	SOMEONE WHO IS SCARED OF HEIGHTS <input type="text"/>	SOMEONE WHO LOVES TO SWIM <input type="text"/>	SOMEONE WHO IS BORN ON THE SAME MONTH AS YOU <input type="text"/>

Game N. 3 Edpuzzle



Pompei then and now



22:37 32%

Pompei Then and now

Pompei Then and now

00:02:55:18

To Complete

Open ended question	01:40
Multiple choice question	03:04
Open ended question	04:07
Multiple choice question	06:42

22:33 32%

Pompei Then and now

00:00:29:14

00:29 06:48

To Complete

Open ended question	01:40
Multiple choice question	03:04
Open ended question	04:07

22:34 32%

Pompei Then and now

00:01:40:12

OPEN ENDED QUESTION

What is the Foro? Which is its function?

Type your answer here

Rewatch Submit



Closing event