

Rebels Boardgame



Intro

The *Rebel boardgame* wants to reveal the real school life of students. The players (students or teachers as well) cross 43 situations which can motivate or demotivate the students. The students' motivation in school activities is a topic often analyzed and debated by teachers. It is more and more hard to motivate students to learn and also to do extracurricular activities in school. This game wants to help students and teachers to connect each other and find solutions for the lack of motivation.

Aim

Giving concrete examples of what students can do to be more than a simple learner, to be an active member in their school environment and also in their community.

Players: 2 - 4

Age: 10+

Materials: game board, dice, agent figures, colored cards

How to play the game (rules)

1. The player who rolls the biggest dice starts the game
2. Player rolls the dice. It moves forward in the boxes as much as the incoming number.
3. If the player's pawn has landed on the number, the written action is applied by looking at its equivalent in the good/bad practice table.
4. If the pawn is in the orange zone, a question is drawn from the question card and answered.
5. If the pawn lands on the other figure and the empty box, the player rests for that round.
6. The first to get to the 44th box wins the game.

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