



Gaming for Mutual Learning in Elder Care

GAMLEC

IO2.6 Rules of The Game for the Version with a Game Coach



Document Information

This document contains the rules of the GAMLEC learning board game to be played with a Game Coach.

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The results of the Erasmus+ project GAMLEC consist of these rules of the learning board game for the game version with Game Coach, of the rules of the learning board game without Game Coach, of the guide to the design of the format of the card content, of the learning game cards for adults about the quality of life of nursing home residents, a Compendium, the learning goals, and objectives of the learning board game, an instruction manual for the game version with Coach, an Educational Framework, Guidelines for the learning board game, and an interactive E-learning platform. The results are available in English, German, Italian, Dutch and Lithuanian at www.gamlec.eu.



Version with a Game Coach – 4 to 8 Individuals Playing in Two Teams Against Each Other

Introduction

The GAMLEC learning board game is about quality of life of dependent residents of nursing homes. It is based on the 67 criteria for the quality of life of care home residents listed in the European Compendium on Quality of Life.

The aim is to improve the quality of life for older people, increasing the awareness and the knowledge of the players about what improves quality of life, and what is detrimental to it, as well as fostering their empathy for older people.

How to Play

Everybody can make a contribution to improve the quality of life of older people. However, you might not always know how to do this. In this game you learn what you can do, and you learn what is good and bad when it comes to quality of life for care home residents.

Accordingly, your goal in this game is to move from “Start” to “Excellence” as fast as possible as a team gaining lots of insights about what improves the quality of life of dependent care home residents and what is detrimental to it.

The further your team moves towards “Excellence”, the greater the knowledge each team member acquires on how to make a difference and how to improve the quality of life of care home residents. At the same time, you learn a lot about your own quality of life. Play this game to find out all about this!

Your team is allowed to move its pawn forward whenever it picks up a card that improves quality of life.

However, as the saying goes: the best laid plans And so is this game: there are best practices to emulate, and mistakes to learn from. Whenever your team picks up a card that is detrimental to the quality of life of older people, you have to move your pawn backward, or stay put and reflect.

In any case your Game Coach is always available to guide your team through the learning game.

However, there is more to it. As a team you are required to collaborate, to put your heads together and learn from each other. You are asked to exchange your opinions and your experience as well as come up with suggestions for improvement, or solutions for existing issues. Accordingly, there are cards that contain tasks you have to accomplish as a team before resuming the game, and moving forward towards “Excellence”. Your Game Coach will guide and support your team in this endeavour. The Coach will provide all the information, instructions, and equipment you need to accomplish your task and will assign you a place where your team can work on a given task, and tell you how much time you have to complete it.

Are you ready to learn by playing?

Instructions

The objective is to be the first team to get your pawn from the “Start” square to the “Excellence” square by going. According to the instructions on the cards, the pawns have to be moved “forward” towards “Excellence”, “backward” towards “Start”, or have to stay put on the square they have landed.

To make it easy for you and your team, every single card contains the instructions on how many squares you are entitled to move, either forward or backward. Some cards force your team to stay put,



others entitle your team to pick another card. There are special cards that contain a task the teams have to accomplish in order to be allowed to continue playing, and move forward.

The game is laid out in a rectangle with 45 squares from “Start” to “Excellence”, with each team assigned a coloured pawn.

It is best to play the game with 2 teams, with a minimum of 2 and a maximum of 4 players per team.

Both teams have to be created before sitting at the table and starting to play. We recommend players to choose a name for their teams. It is up to the Game Coach to moderate the team building activities.

Set-Up

Place the game board on a table so that all players can sit down comfortably and have access to the board and the cards. The players of each team sit together.

The Game Coach shuffles the cards and puts them on the dedicated space on the board.

The Game Coach prepares the dice and the pawns. The teams choose their pawn. Each team is entitled to one pawn.

The Game Coach provides all the equipment and the materials that are needed to play the game and for the tasks the teams will have to accomplish.

Rules

Each team chooses a pawn and places it on the “Start” square. One team is selected to play first. Each team appoints one player to throw a dice on behalf of the entire team. Whoever throws the highest number entitles their team to start playing.

Clockwise and in turn, each team draws one card from the top of the deck and follows its instructions.

To begin the game, all pawns of all teams are on the “Start” square. A team can only move its pawn on the rest of the board if it draws a card that allows it to go forward.

If the instructions on the cards say that the team has to move backward while on the “Start” square, it stays put as long as it is on the “Start” square. By the same token, if a team has moved forward less squares than those they are told to move backward, it simply goes back to “Start”.

The team member who picks up a card, reads it aloud so that all the other players can hear the instructions. Accordingly, the team moves its pawn by the number of squares written on the card either forward or backward, or stays put (this means that the team is not allowed to move at all). In case the instructions entitle a team to pick another card, the team members have to repeat the same procedure for the second card. Otherwise, the other team will pick up a card and will follow the instructions printed on the card.

The path leads from the “Start” square towards the “Excellence” square. The squares are coloured differently though.

If a pawn lands on a green square with an arrow pointing towards “Excellence”, the team is entitled to move 5 squares forward.

If a pawn lands on a red square with an arrow pointing towards “Start”, the team has to move 5 squares backward.

The team who reaches “Excellence” first, wins the game.

At the very end of the game, we recommend players to share their experience.

Just think of one thing you have learned from playing the game.