



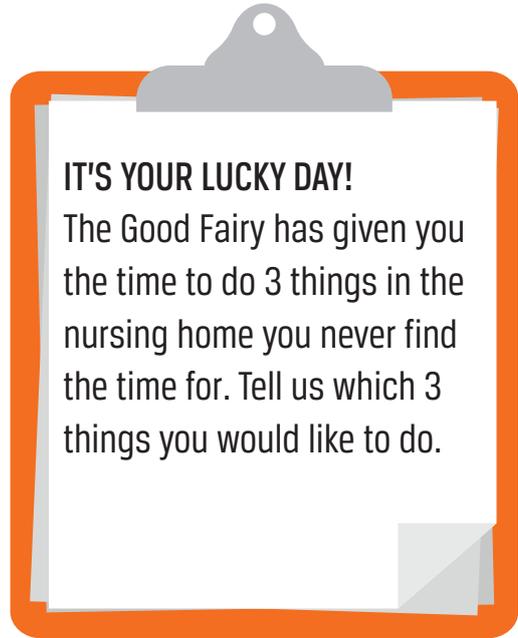
111



Keep up the good work!
MOVE 2 SPACES FORWARD  **2**

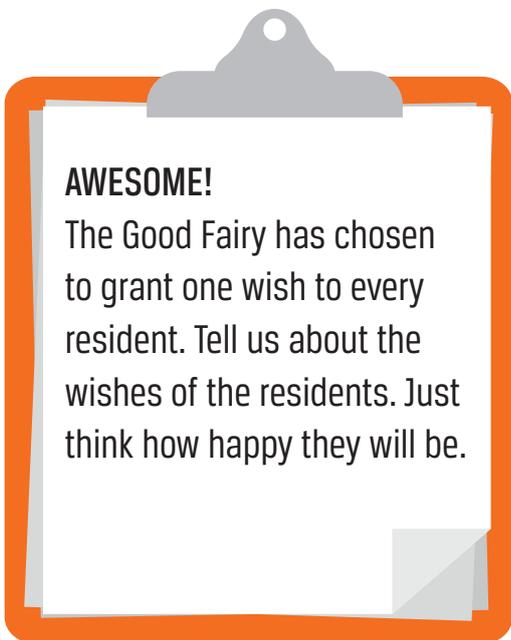
COMPENDIUM: **A 2.2.3.**

112



Keep up the good work!
 You've got 2 minutes to answer.
MOVE 1 SPACE FORWARD FOR EACH THING YOU WILL DO. OTHERWISE STAY PUT.

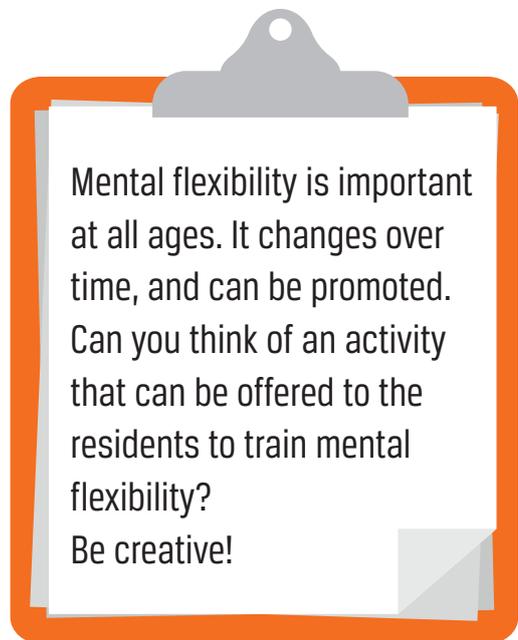
113



Keep up the good work!
 You've got 2 minutes to answer.
MOVE 1 SPACE FORWARD FOR EVERY WISH YOU KNOW OF. OTHERWISE STAY PUT.

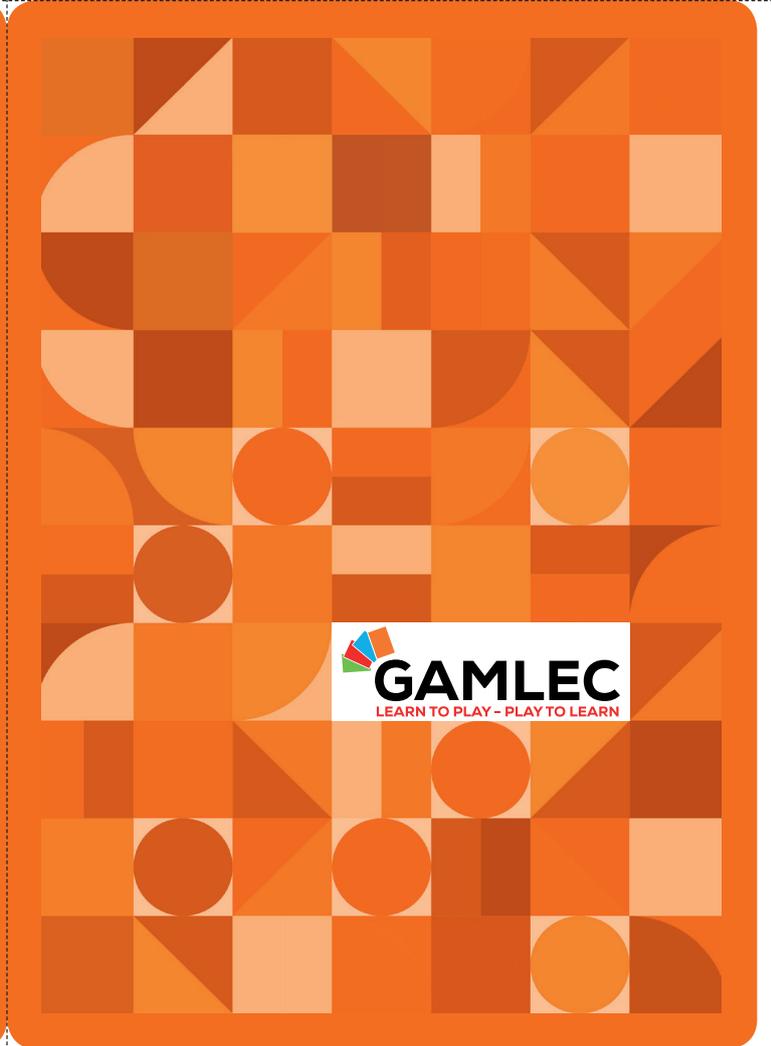
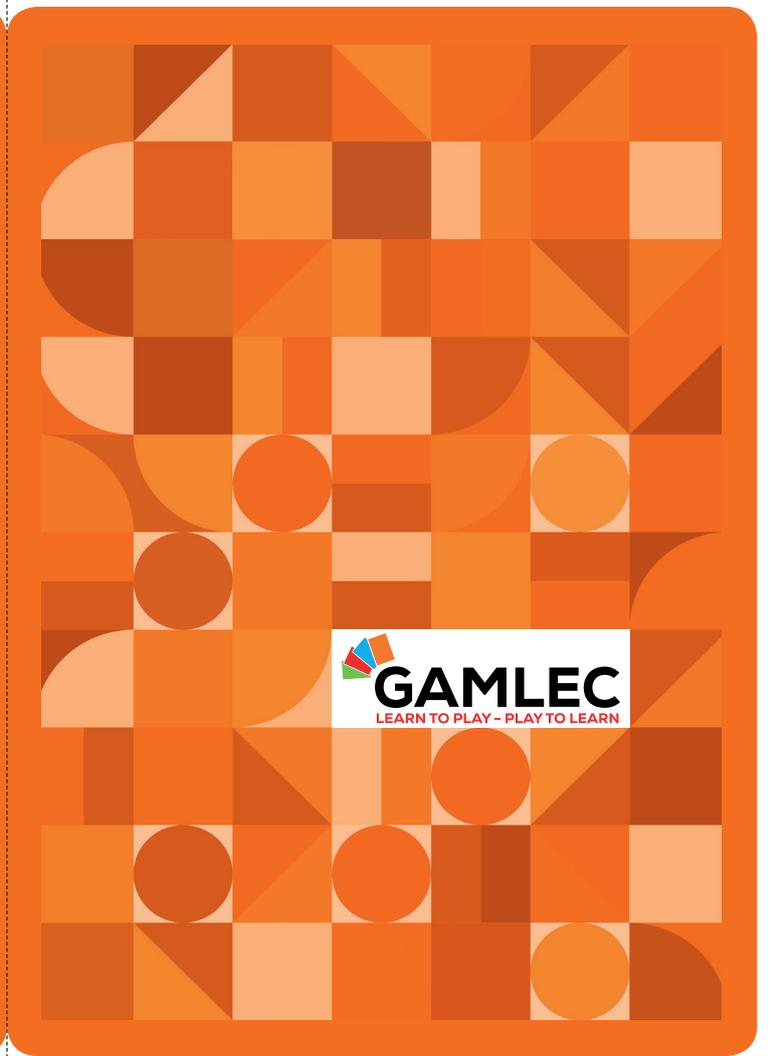
COMPENDIUM: **A 1.1.1.**

114



Keep up the good work!
 You've got 2 minutes to answer.
MOVE 1 SPACE FORWARD FOR EVERY ACTIVITY YOU CAN OFFER. OTHERWISE STAY PUT.

COMPENDIUM: **P 2.2.2.**



115

Can you make any suggestions on how to promote the physical activity of the residents?
Think of something fun!

Keep up the good work!
You've got 2 minutes to answer.
MOVE 1 SPACE FORWARD FOR EVERY ACTIVITY. IF NOTHING COMES TO MIND, STAY PUT.

COMPENDIUM: **P 2.2.2.**

116

Do you know of any friendships among the residents that started within the nursing home?
How many can you think of?

Keep up the good work!
You've got 2 minutes to answer.
MOVE 1 SPACE FORWARD FOR EVERY FRIENDSHIP YOU KNOW OF. OTHERWISE STAY PUT.

COMPENDIUM: **P 2.3.2.**

117

How many birthdays of the residents can you remember?
Put on your thinking cap!

Keep up the good work!
You've got 2 minutes to answer.
MOVE 1 SPACE FORWARD FOR EVERY BIRTHDAY YOU CAN REMEMBER. OTHERWISE STAY PUT.

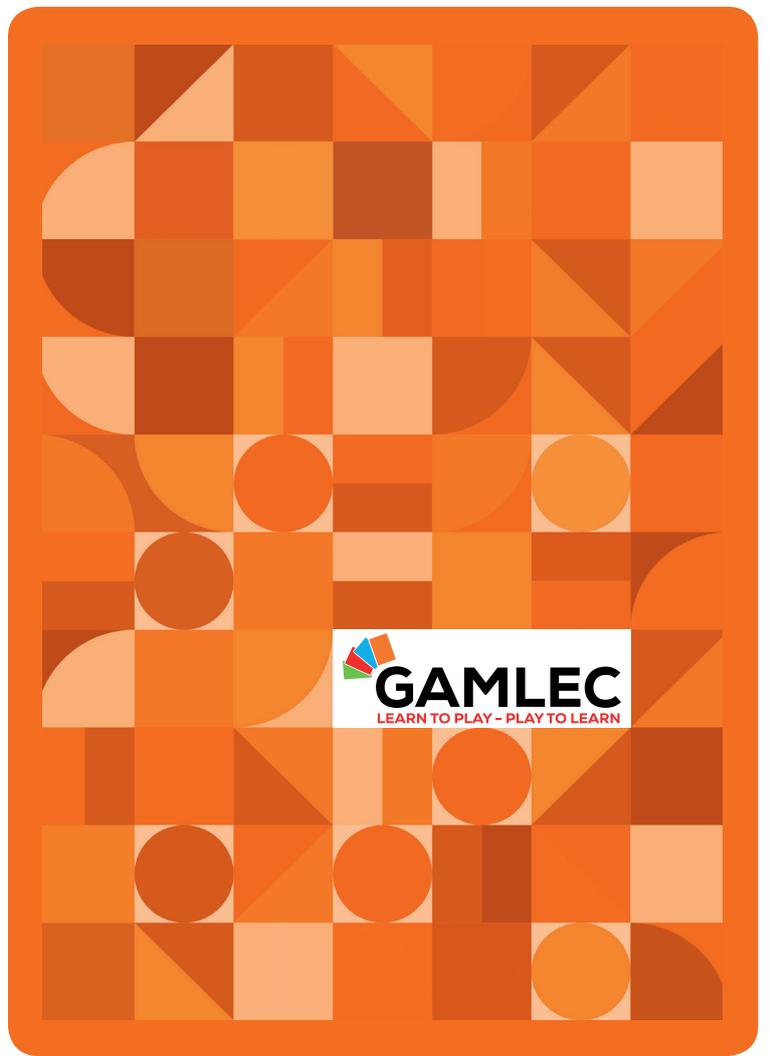
COMPENDIUM: **D 3.2.5.**

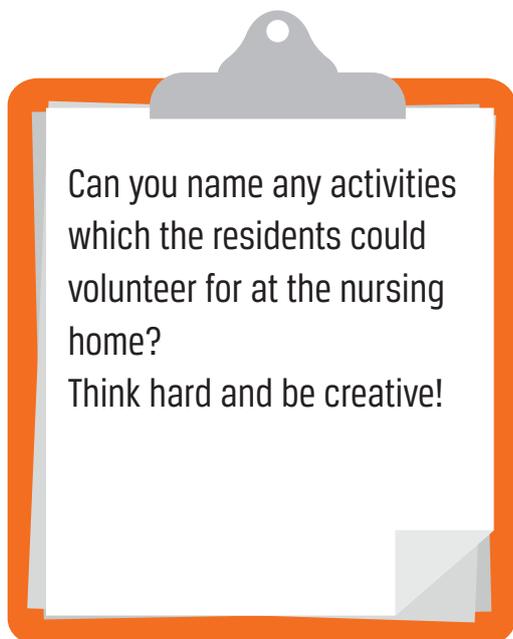
118

Can you name some of the main ethical rules that your nursing home adopts?
Think hard!

Keep up the good work!
You've got 2 minutes to answer.
MOVE 1 SPACE FORWARD FOR EVERY RULE YOU CAN NAME. OTHERWISE STAY PUT.

COMPENDIUM: **D 3.1.1.**





Keep up the good work!
 You've got 2 minutes to answer.
**MOVE 1 SPACE FORWARD FOR EVERY
 ACTIVITY. OTHERWISE STAY PUT.**

COMPENDIUM: **P 2.2.6.**



The playing cards are explicitly intended for learning through play to improve the quality of life of nursing home residents.

The characters, names and stories depicted in the GAMLEC learning cards are fictitious. Any resemblance to real persons, living or dead, is purely coincidental.

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The results of the Erasmus + project GAMLEC consist of these learning game cards for adults about the quality of life of nursing home residents, of the rules of the learning board game for the game version without Game Coach, of the rules of the learning board game with Game Coach, of the guide to the design of format of the card content, of 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.