

Game using life-skills: ... possible game design for teaching life-skills



Model: Rummy Cub

Create a sentence or situation that presents to the students a need for one or more life skills to use used to satisfy the situation.

Sample questions/situations:

- Meeting a new person who you want to have a conversation with
- Someone in a new group says something you disagree with
- Not everyone is an entrepreneur, but nearly everyone seeks improvement and growth.
- Motivating yourself to be productive isn't easy, but you probably have some favorite tactics for keeping yourself on task and moving your business forward.
- Your negative self-talk is the No.1 barrier to success.
- Pick different situations in life and then see how life-skills will fit into *that place*



Source for questions... <https://www.inc.com/>

You have a group of cards that each one has a different life-skill & its definition ... You place it on the board where the question is. As many as fits the situation. When you can't put down any more the next person goes until

Where do you get the cards? At the beginning of the game you select 10 cards from the pile. You may have duplicates or wild cards in the 10 you random selected.

- How do you put down your first cards?
- How does the turn change?
- How do you win?
- How do we learn from the game?
- If you can't put down what happens?

