



All Inclusive A COMPETENCE LEARNING GAME



Overview of the game

This game is designed to explore how you, as a teacher, can create an inclusive classroom with a diverse student cohort.

When we encounter people with different beliefs, life circumstances and backgrounds, we are compelled to reflect on our own biases and perhaps adjust.

We invite you to engage with and discuss the dilemmas we face in higher education.

- 1 Overview of the game
- 2 Rule cards
- 1 Overview of competences
- 17 Didactical Dilemmas
- 17 Intercultural Competencies
- 17 Characters

For each category you will find **2 blank cards**. Use the blank cards to add your own dilemmas, competences and characters to the game.



Rules (1:2)

Number players: 2-5 Duration: 15 minutes

Setup: Arrange the Dilemma, Competence and Character cards into three separate piles, face down. Reveal the top card from the dilemma pile. Shuffle the Competence cards and deal 3 to each player.

RULES CONTINUE ON THE NEXT CARD



Rules (2:2)

READ THESE RULES OUT LOUD.

Round 1- Dilemma Discussion: Read the dilemma card out loud. Discuss the dilemma, acknowledging that players may interpret it differently.

Round 2 - Competence Reveal: Each player selects one Competence card from their hand, explains its significance to them, and discusses its relevance in addressing the dilemma.

Round 3 - Character Perspective 1: Draw a Character card. Discuss how the character (which could represent a student or teacher) might approach the dilemma.

Round 4 - Character Perspective 2: Draw another Character card. Explore how this new character might approach the dilemma in a different way than the previous character.

Round 5 - **Reflection and Takeaways:** Each player shares their insights from the discussion, focusing on how they would engage with similar dilemmas in the future.



Overview of Competences:

Consistency

Meta-Communication

Authority

Open-Mindedness

Explicit Communication

Explorative Mindset

Responsiveness

Guidance

Self-Awareness

Respect

Active Listening

Curiosity

Passion

Cultural Knowledge

Stress Management

Critical Thinking

Problem Solving Skills