

# INCLUSHIP

GAMIFIED TOOL FOR ASSESSMENT  
OF COMPETENCES FOR INCLUSION

## PRINT TO PLAY FILE



Incluship is a gamified tool created in the framework of the “Game On” project for assessing the competences for inclusion that participants can develop during a game design process.

# INSTRUCTIONS FOR PRINTING MATERIALS



Print the Incluship board and the 12 island boards on A4 papers and cut them following their contour. If you want to use the tool more than once, we recommend printing on A3 or an even bigger format, and on Forex or another rigid material (e.g. at least 350 g/m<sup>2</sup> paper). We also recommend sticking white-board paper on the elements that need to be written on, to be able to erase the writing when the activity ends.



Print the island tokens on A4 thick paper, one sided, and cut them until you have 12 individual tokens.

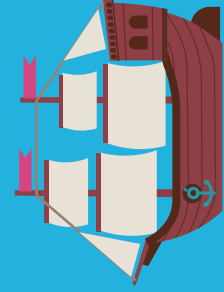


Print all the exploration cards on A4 double sided cardboard or a thick satin paper. Cut them to get a deck of 57 cards.

Print as many copies of the explorer journal as the number of participants who will use the tool. Print them double sided on regular A4 paper.



Print the storm token on A4 thick paper, one sided, and cut it out.

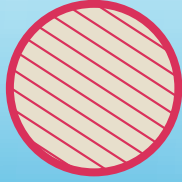
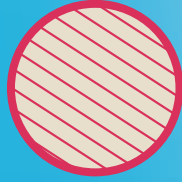


# INCLUSHIP

GAMIFIED TOOL FOR ASSESSMENT  
OF COMPETENCES FOR INCLUSION



GAME  
ON







# PROBLEM SOLVING











**CRITICAL THINKING**

A

B



**COLLABORATION**





**RESPECT**





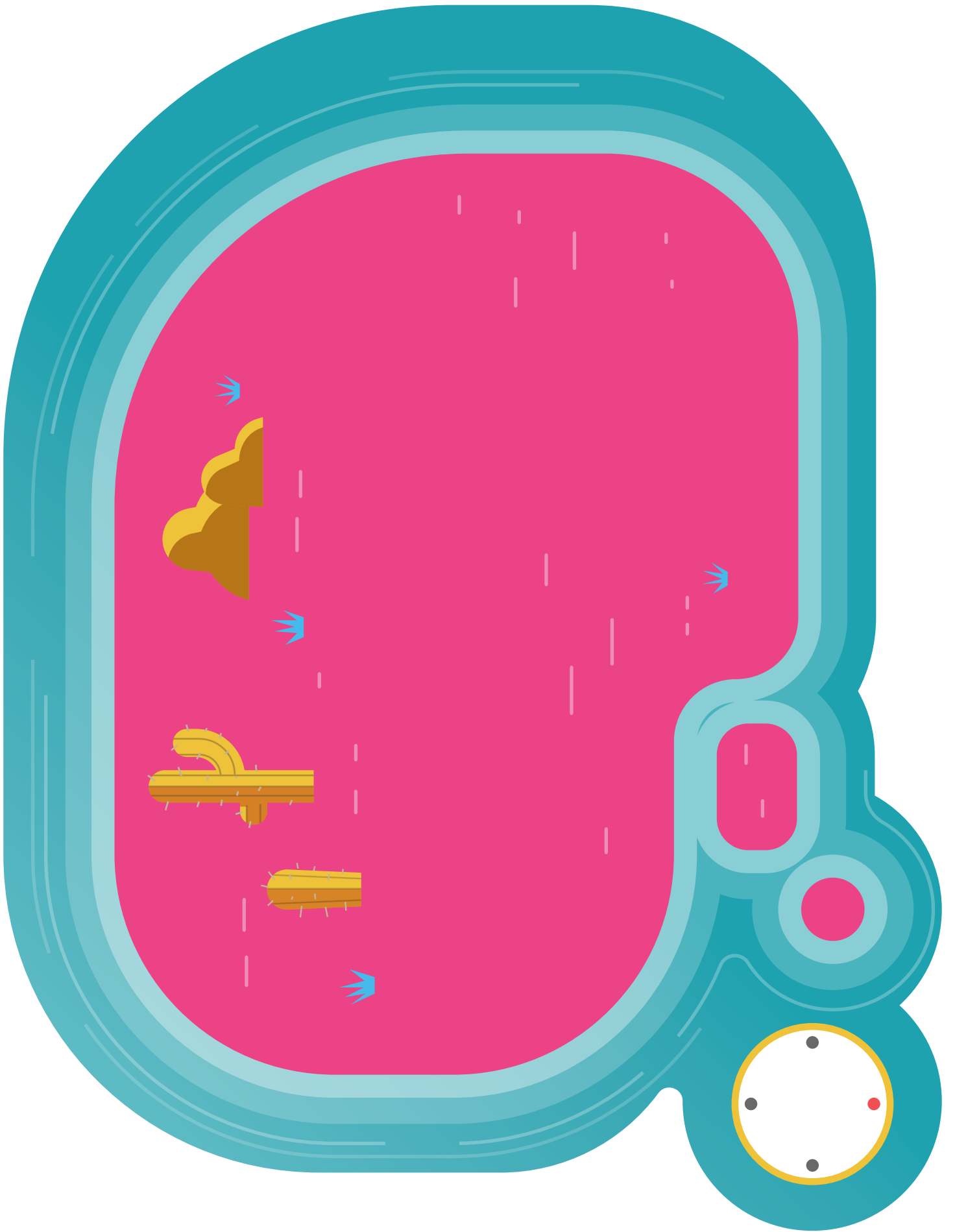
**DEMOCRATIC  
DECISION**

# CITIZENSHIP PRACTICES









**CREATIVITY**

**RESILIENCE**

**RESPECT**

**EMPATHY**

**COMMUNICATION**

**ADAPTABILITY**

**CRITICAL  
THINKING**

**CITIZENSHIP  
PRACTICES**

**COLLABORATION**

**PROBLEM  
SOLVING**

**INVOLVEMENT**

**DEMOCRATIC  
DECISION**



**+2**

**RESILIENCE  
PROBLEM  
SOLVING**

**+2**

**INVOLVEMENT  
DEMOCRATIC  
DECISION  
CITIZENSHIP  
PRACTICES**

**+3**

**EMPATHY  
CITIZENSHIP  
PRACTICES**

**+1**

**EMPATHY  
DEMOCRATIC DECISION  
PROBLEM SOLVING  
COMMUNICATION  
INVOLVEMENT  
RESPECT**

**+3**

**PROBLEM  
SOLVING**

**+2**

**RESPECT  
COMMUNICATION  
COLLABORATION  
EMPATHY**

**+2**

**CREATIVITY  
COMMUNICATION**

**+2**

**CREATIVITY  
CRITICAL  
THINKING**

**+2**

**PROBLEM SOLVING  
COLLABORATION  
CRITICAL  
THINKING**

**PROSOCIAL**

**PRIORITIZE THE  
GROUP'S WELLBEING**

**PERSEVERANT**

**BROAD-MINDED**

**PROACTIVE**

**ACTIVE LISTENER**

**COMMITTED TO  
WIN-WIN SOLUTIONS**

**CRITICAL**

**SHARE IDEAS AND  
KNOWLEDGE**

**+2**

**RESILIENCE**  
**ADAPTABILITY**  
**CRITICAL**  
**THINKING**

**+3**

**CREATIVITY**

**+2**

**RESPECT**  
**COLLABORATION**  
**INVOLVEMENT**  
**DEMOCRATIC**  
**DECISION**

**+2**

**RESPECT**  
**DEMOCRATIC DECISION**  
**COLLABORATION**  
**INVOLVEMENT**  
**CITIZENSHIP**  
**PRACTICES**  
**EMPATHY**

**+2**

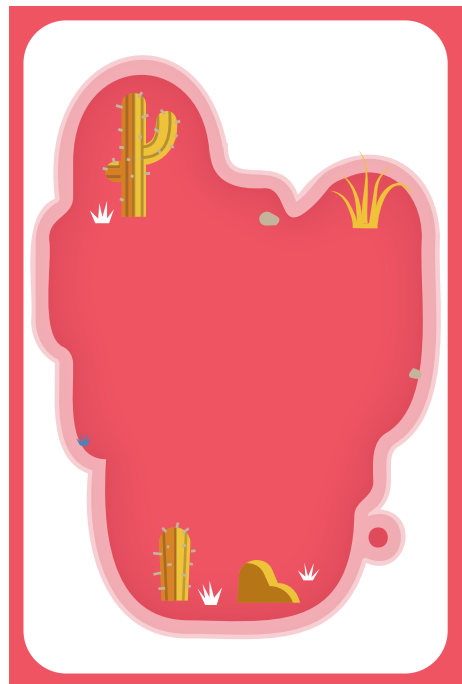
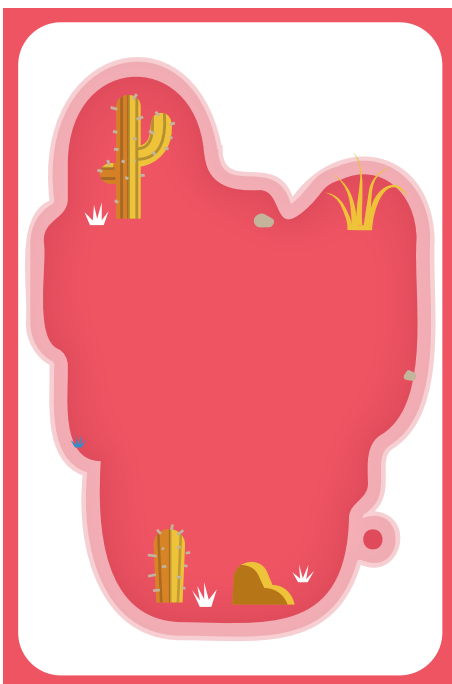
**RESILIENCE**  
**ADAPTABILITY**  
**COMMUNICATION**

**+3**

**ADAPTABILITY**

**+1**

**CREATIVITY**  
**RESILIENCE**  
**CRITICAL**  
**THINKING**



OPEN TO DIALOGUE

CURIOUS-OBSERVANT

POSITIVE TOWARDS CHALLENGES

FLEXIBLE

TRUSTWORTHY

ENGAGED AND RESPONSIBLE

OPEN-MINDED

**+2**



**RESILIENCE**  
**CRITICAL THINKING**  
**RESPECT**



**+2**



**RESILIENCE**  
**PROBLEM SOLVING**  
**DEMOCRATIC DECISION**



**+2**



**CREATIVITY**  
**COMMUNICATION**



**+2**



**RESILIENCE**  
**DEMOCRATIC DECISION**  
**CITIZENSHIP PRACTICES**



**+2**



**CREATIVITY**  
**ADAPTABILITY**  
**COMMUNICATION**  
**RESPECT**




**+3**




**CITIZENSHIP PRACTICES**



**+2**



**CRITICAL THINKING**  
**INVOLVEMENT**



**+3**



**COLLABORATION**  
**INVOLVEMENT**



**+1**



**PROBLEM SOLVING**  
**ADAPTABILITY**  
**COMMUNICATION**  
**COLLABORATION**  
**INVOLVEMENT**  
**EMPATHY**





**ENCODE AND DECODE  
VISUAL MESSAGES**



**CAUSES AND CONSEQUENCES  
OF PROBLEMS**



**ACKNOWLEDGE PREJUDICES  
AND PRIVILEGES**



**STRUCTURES FOR  
THE CITIZEN'S EMPOWERMENT**



**INTERCULTURAL  
KNOWLEDGE**



**MORAL / ETHICAL  
AWARENESS**



**IDENTIFY EMOTIONS**



**SHARE VALUES  
WITH OTHERS**



**HOW TO GET TRUTHFUL  
INFORMATION**





**+2**

**ADAPTABILITY  
RESPECT**

**+2**

**CREATIVITY  
RESILIENCE  
ADAPTABILITY  
COLLABORATION  
EMPATHY**

**+2**

**PROBLEM  
SOLVING  
COLLABORATION  
RESPECT**

**+3**

**EMPATHY**

**+2**

**CREATIVITY  
CRITICAL THINKING  
INVOLVEMENT  
DEMOCRATIC  
DECISION  
RESPECT  
EMPATHY**

**+2**

**PROBLEM SOLVING  
CRITICAL THINKING  
DEMOCRATIC  
DECISION**

**+3**

**CITIZENSHIP  
PRACTICES**

**+3**

**COMMUNICATION**

**+3**





**INCLUSIVE LANGUAGE**



**SELF-KNOWLEDGE**



**RELATIONSHIP STRATEGIES**



**SEPARATE FACTS FROM OPINIONS**



**INFORMATION ON THE WORKING TOPIC**



**ACTIONS TO PROTECT OTHERS**



**TECHNIQUES TO FIND SOLUTIONS**



**CHALLENGES FOR A FAIRER WORLD**



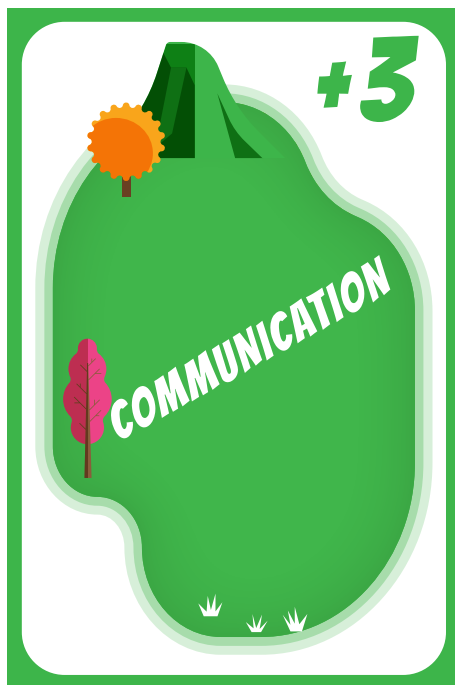
**+2**

**COMMUNICATION**  
**RESPECT**



**+3**

**COMMUNICATION**



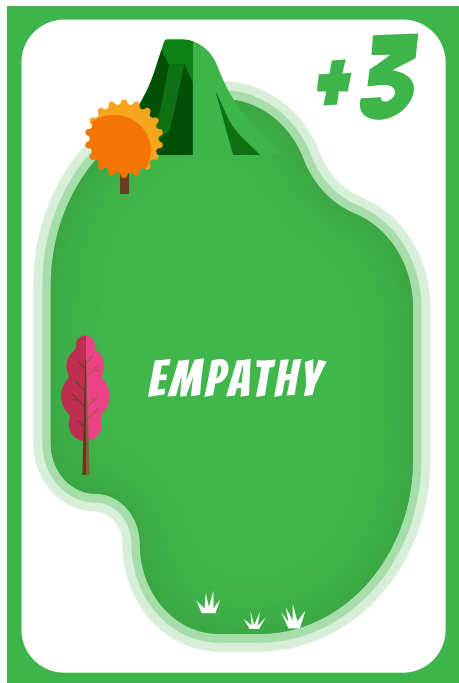
**+1**

**CREATIVITY**  
**RESILIENCE**  
**ADAPTABILITY**  
**CRITICAL THINKING**



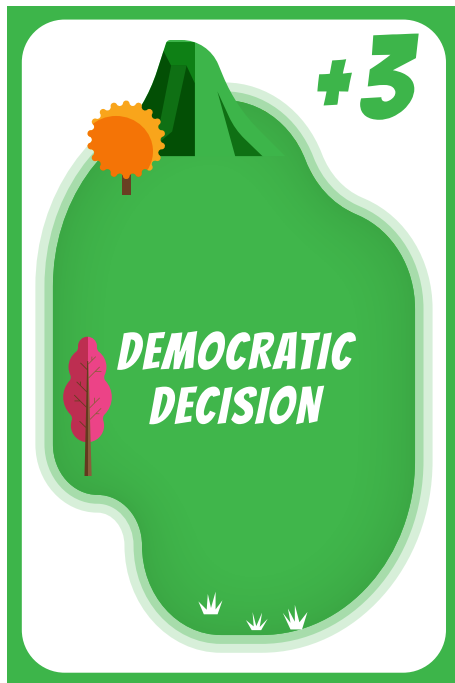
**+3**

**EMPATHY**



**+3**

**DEMOCRATIC DECISION**



**+1**

**INVOLVEMENT**  
**COLLABORATION**  
**CITIZENSHIP PRACTICES**



**+1**

**DEMOCRATIC DECISION**  
**CITIZENSHIP PRACTICES**  
**EMPATHY**



**+2**

**CRITICAL THINKING**



**+3**

**RESILIENCE**  
**ADAPTABILITY**  
**CRITICAL THINKING**





**AUTONOMY**



**ASSERTIVENESS**



**ACTIVE LISTENING**



**CONNECT WITH  
OTHERS**



**RESPONSIBLE CHOICES**



**SELF-EFFICACY AND  
SELF-REGULATION**



**SOCIABILITY**



**TAKE BALANCED  
DECISIONS**



**GLOBAL AND LONG  
TERM VISION**



**+2**



**RESPECT**



**+1**



**COMMUNICATION  
ADAPTABILITY  
EMPATHY**



**+2**



**COMMUNICATION  
DEMOCRATIC  
DECISION**



**+1**



**COLLABORATION  
INVOLVEMENT  
CITIZENSHIP  
PRACTICES**



**+3**



**CREATIVITY**



**+2**



**ADAPTABILITY  
INVOLVEMENT  
CRITICAL  
THINKING**



**+2**



**CITIZENSHIP  
PRACTICES  
RESPECT**



**+2**



**RESILIENCE  
RESPECT**



**+2**



**PROBLEM  
SOLVING  
CITIZENSHIP  
PRACTICES**





**NEGOTIATION AND  
ARGUMENTATION**



**EMOTIONAL  
INTELLIGENCE**



**INCORPORATE  
DIFFERENCES POSITIVELY**



**LEARN TO LEARN**



**LINKING OF IDEAS**



**ASSOCIATION AND  
PARTNERSHIPS**



**PLANNING**

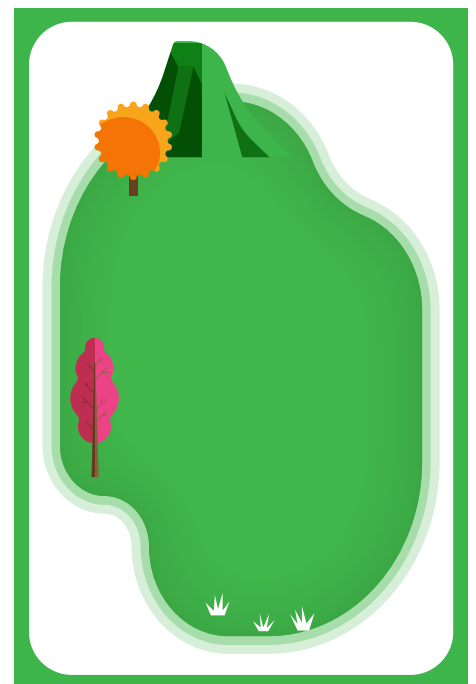
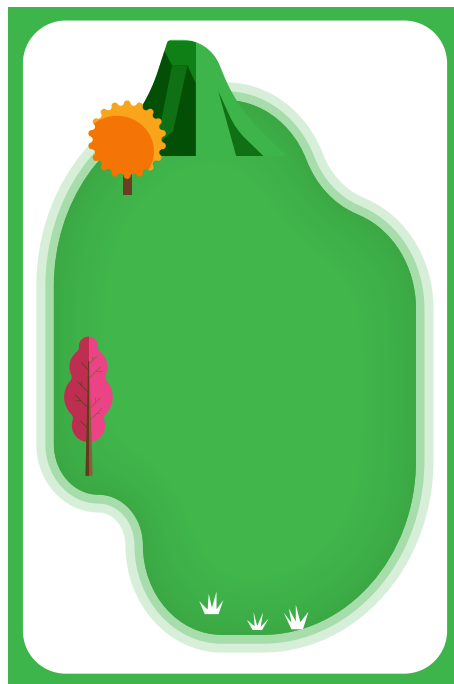
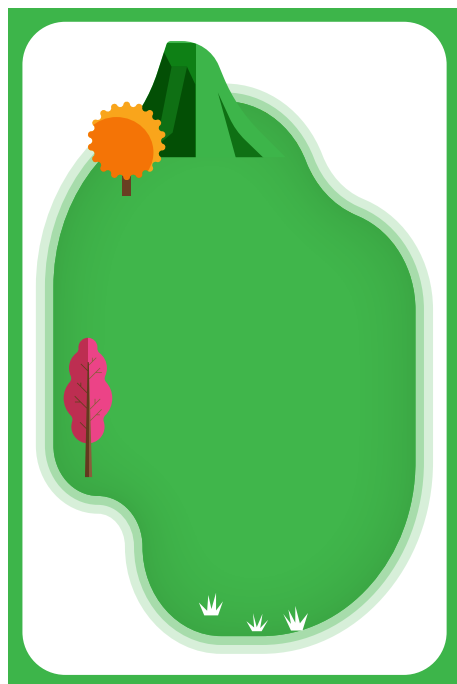
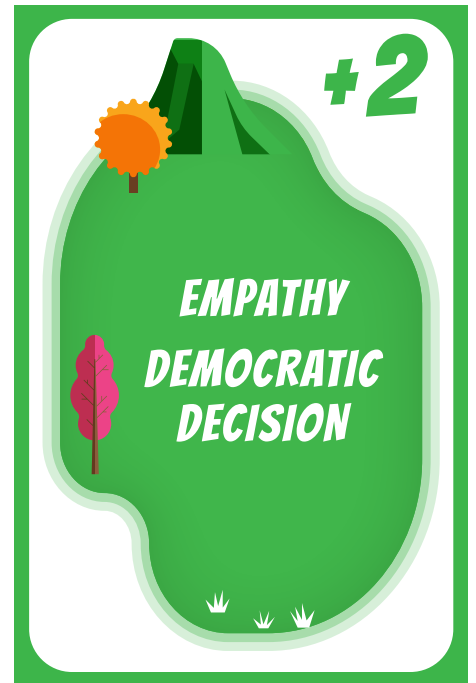
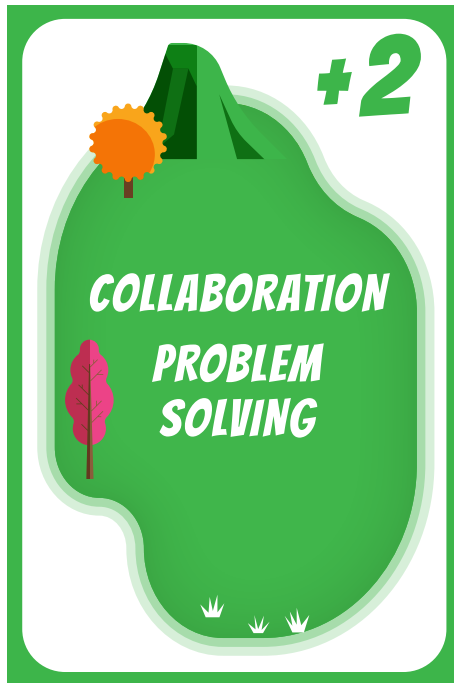
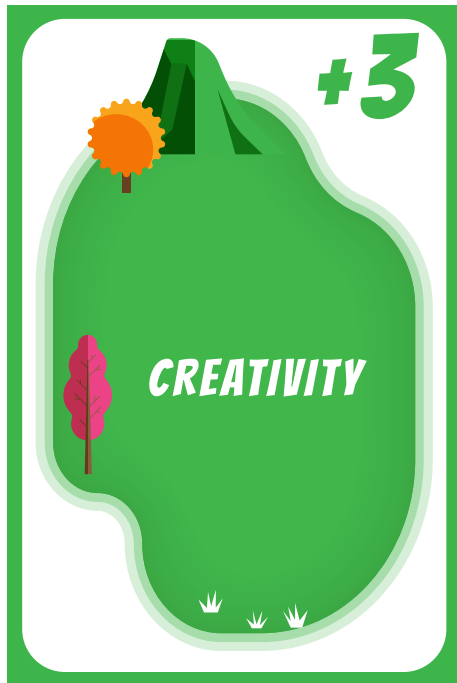
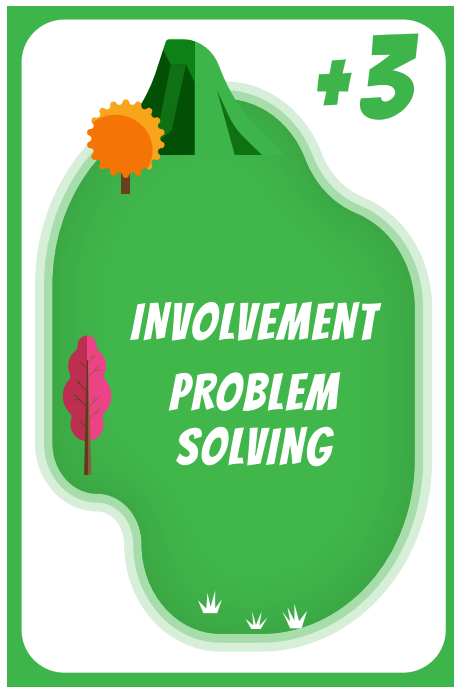


**SELF-ESTEEM**



**NON VIOLENT  
COMMUNICATION**







**FLEXIBILITY**



**TURN IDEAS INTO  
ACTIONS**



**TEAMWORK**



**ETHICAL ANALYSIS  
AND REASONING**



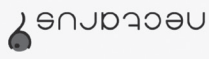
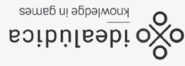
**OVERCOME  
DIFFICULTIES**



**DIVERGENT THINKING**



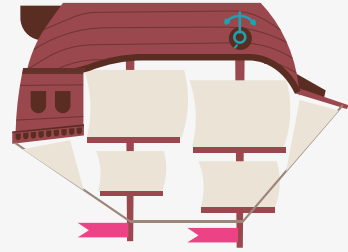




Partners

Game On is a European project that develops educational tools for youth workers, educators, teachers to promote social inclusion and critical thinking through game design learning and educational activities in our local communities

**Inclusip** is a gamified tool created in the framework of the "Game On" project for assessing the competences for inclusion that participants can develop during a game design process



# EXPLORER JOURNAL

This personal explorer journal is for collecting the individual elements explored and their contribution to each competence island



**EXPLORER NAME**

	1ST ROUND	2ND ROUND	3RD ROUND	GROUP POINTS	FINAL SCORES
CARDS CHOSE					
<b>CREATIVITY</b>					
<b>RESILIENCE</b>					
<b>PROBLEM SOLVING</b>					
<b>ADAPTABILITY</b>					
<b>COMMUNICATION</b>					
<b>CRITICAL THINKING</b>					
<b>COLLABORATION</b>					
<b>INVOLVEMENT</b>					
<b>RESPECT</b>					
<b>EMPATHY</b>					
<b>DEMOCRATIC DECISION</b>					
<b>CITIZENSHIP PRACTICES</b>					

