

COMPONENTS

A SHIP BOARD

1 inclusion ship board

B ISLANDS' BOARDS

12 Inclusion competences on islands' boards

C TOKENS

12 tokens with the names of competence islands

D EXPLORATION CARDS

58 exploration cards to reflect on the learnings gained during the game design process/project:

1 **SKILLS**, 24 green cards

2 **KNOWLEDGE**, 17 blue cards

3 **ATTITUDES AND BEHAVIORS**, 16 red cards

E EXPLORER JOURNAL

1 personal explorer journal for each participant to collect the individual elements explored and their contributions on each social competence island

F STORM

1 token storm

G WHITEBOARD MARKER

1 whiteboard marker

