

Storyteller & Evaluator

1

Storytelling

Storyteller, describe a short real-life or fictional situation in which competences of democratic culture may apply.

Proposer

2

Proposal

Proposer, please choose and announce a number of 1-3 cards from your deck to apply to the story. Place them face down in front of you.

Then, receive 1 random and face down card from each Evaluator, shuffle all 4-6 cards under the table and place them as a row of cards face up on the table, showing their competences.

Evaluator

3

Evaluation

Evaluators, discuss all displayed cards trying to find applicable competences to the story and to guess the Proposer's cards. Choose and mark any number of cards.

Flip the chosen cards, competence by competence. Cards in the colour of the Proposer are correct guesses, other coloured cards are incorrect guesses (except they are in the same group of cards as a card in the Proposer's colour because they show the same competence).

Evaluator

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Scoring & Game End

4

End of Round



Correctly guessed cards are stacked on the left as victory points.



Incorrectly guessed cards are stacked on the right as negative victory points. Check for end of the game.

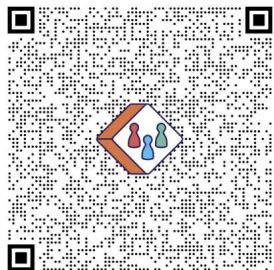
CDC Cards

This game was created in the DEMOGAMES project. Here you will also find other games for democracy-related education and translated versions of this game: <https://demogames.eu>

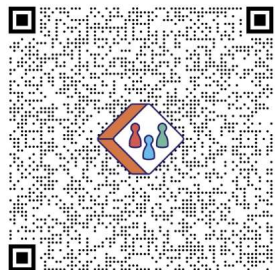
Are you interested in further work with the Competences for Democratic Culture or Education for Democratic Citizenship/Human Rights Education? Please contact the network: Democracy and Human Rights Education in Europe <https://dare-network.eu>

Explore the Digital Toolbox Competendo for educators: <https://competendo.net>

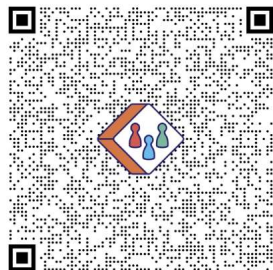
CDC Cards



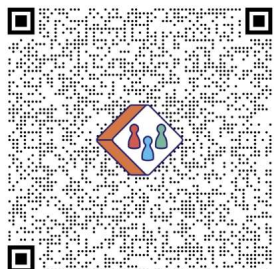
CDC Cards



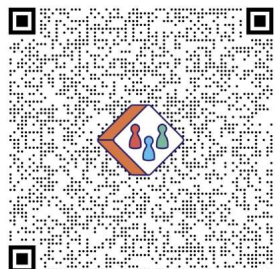
CDC Cards



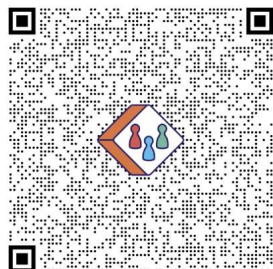
CDC Cards



CDC Cards



CDC Cards



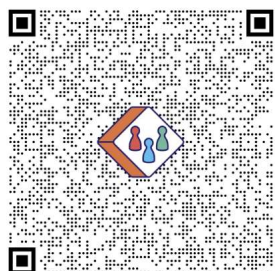
CDC Cards

The Competence Card Game is an output of the Erasmus+ project Democracy and Games: Analog and Digital Game-Based-Learning Tools for Youth Work Demogames (2019-2022) implemented by:

- German Institute for Global and Area Studies (GIGA)
- Demokrative – initiative for civic education
- Democracy and Human Rights Education in Europe (DARE network)
- Culture Goes Europe Erfurt e.V.
- DA2 Trucados
- Intercultural Institute of Timisoara (IIT)



CDC Cards



CDC Cards

