



THE COMMUNICATOR

This mysterious character has the ability to express and interpret concepts, thoughts, feelings, facts and opinions both orally and in writing, and to interact in an appropriate and creative way in a whole range of social and cultural contexts.



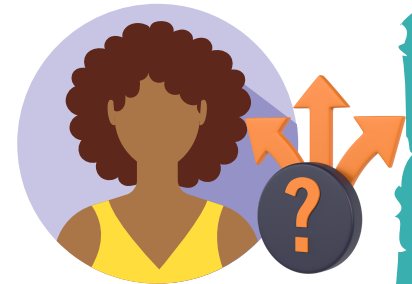
THE NEGOTIATOR

This mysterious character has the ability to start and moderate a discussion on a topic of common interest between two or more parties, aiming to satisfy the needs of each party in the best possible way.



THE MEDIATOR

This mysterious character is a neutral third person who intervenes and tries to preserve the positive sides of a conflict. The mediator has the ability to promote dialogue and the ability of the parties to find a solution.



THE DECISION MAKER

This mysterious character has the ability to make strategically important decisions based on a number of variables, such as time pressure, available resources, the amount and type of information available and the number of actors involved.



THE EMPATH

This mysterious character has the ability to put himself in the emotional shoes of others, to empathise with others and understand their way of thinking. This means that he is able to adopt the mindset of others and see reality from their perspective.



THE LISTENER

This mysterious character has the ability to listen actively and effectively to others. This means that he is able to strengthen his receptive language skills, i.e. handling social interactions, answering questions and understanding gestures.



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NAME OF THE GAME: GUESS WHO

ORGANISATION: INNOVED

COUNTRY: GREECE

<p>Objective</p>	<p><i>The main objective of the "Guess Who" game is to combine different social skills. It is a way of learning and "practising" many different social skills, such as communication, empathy, critical thinking, listening, etc.</i></p> <p><i>This game can be considered as part of modules 3, 4 and 6 because, as mentioned before, it includes different social skills that are also included in the modules of the handbook. It also includes some other social skills that are not included in the modules.</i></p> <p><i>The target audience for this game is actually anyone who wants to improve their knowledge of social skills and especially their skills in this area. How to communicate with others, how to act with empathy, how to think and philtre things, how to listen carefully to others.</i></p> <p><i>These social skills are an important part of Emotional Intelligence and the game "Guess Who" is an attempt to put into practise the knowledge acquired through some modules and also learn some new social skills.</i></p> <p><i>After playing this game, players have the opportunity to:</i></p> <ul style="list-style-type: none"> ● <i>identify the type of person by a social skill</i> ● <i>learn some main characteristics of each social skill</i>
<p>Setup & Theme</p>	<p><i>This game can be played by individuals and/or in groups. It is better to play in small groups of 2-3 people as the interaction is more direct this way.</i></p> <p><i>There are six cards, which means there are six different mystery characters and therefore six different social skills. This game can be played by 6 groups of players or 6 individual players at the same time.</i></p> <p><i>The following utensils are needed for this game:</i></p> <ul style="list-style-type: none"> ● <i>a sheet of paper,</i> ● <i>a pencil, and</i> ● <i>the six cards created for the purpose of the game.</i> <p><i>Each card is designed in the style of the typical "Guess Who" game, where there are some mysterious characters. In this game, the mystery characters come from six different social skills. For example, there is "the communicator"</i></p>

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	<i>(communication), "the listener" (active listening), "the empath" (empathy), "the negotiator" (negotiation), etc.</i>
Card ranking & description	<p><i>There is no difficulty level for the cards, because they are meant for guessing and not for "right or wrong" questions. The main page of the card contains the name of the mysterious character, an avatar of him and a brief description of some of the main characteristics of the corresponding social skill.</i></p> <p>Card 1: The communicator <i>This mysterious character has the ability to express and interpret concepts, thoughts, feelings, facts and opinions both orally and in writing, and to interact in an appropriate and creative way in a whole range of social and cultural contexts.</i></p> <p>Card 2: The negotiator <i>This mysterious character has the ability to start and moderate a discussion on a topic of common interest between two or more parties, aiming to satisfy the needs of each party in the best possible way.</i></p> <p>Card 3: The mediator <i>This mysterious character is a neutral third person who intervenes and tries to preserve the positive sides of a conflict. The mediator has the ability to promote dialogue and the ability of the parties to find a solution.</i></p> <p>Card 4: The decision-maker <i>This mysterious character has the ability to make strategically important decisions based on a number of variables, such as time pressure, available resources, the amount and type of information available and the number of actors involved.</i></p> <p>Card 5: The empath <i>This mysterious character has the ability to put himself in the emotional shoes of others, to empathise with others and understand their way of thinking. This means that he is able to adopt the mindset of others and see reality from their perspective.</i></p> <p>Card 6: The listener <i>This mysterious character has the ability to listen actively and effectively to others. This means that he is able to strengthen his receptive language skills, i.e. handling social interactions, answering questions and understanding gestures.</i></p>
Gameplay	<p>Individuals <i>If you have chosen to play the game as individuals, there are two different ways to play it.</i></p>

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	<p>First option <i>The opponent chooses a mystery card for the player and the player should ask questions that can be answered with "yes or no" to discover more clues about the mysterious figure and eventually find it.</i></p> <p>Second option <i>The players choose one person to be the "card guardian". This person has all the cards. He or she chooses one card for each player and then the players ask this person questions to find the mysterious figure.</i></p> <p>Groups <i>If you have chosen to play the game in groups, there are also two ways to play the game.</i></p> <p>First option <i>The opposing group chooses a player from the other group and a puzzle card. The player has to ask questions that can be answered with "yes or no" to get more clues about the mysterious figure and eventually find it.</i></p> <p>Second option <i>The player's group chooses a mystery card and the player asks questions that can be answered with "yes or no" to find the mysterious figure. In this way, a person from the opposing group also looks at the card to check that everything is in order and that no one is cheating.</i></p> <p>Questions Example <i>Do I get involved in conflicts? Do I find it easy to express my feelings? Can I moderate a discussion? Do I find it easy to make decisions? Do I give up my goals to help others?</i></p>
Combinations	<i>None</i>
Special rules (cooperative and competitive)	<i>None</i>
Winning/Learning outcomes	<i>The individual/group who finds the mysterious character with the fewer questions, wins.</i>

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