

DEADLINE MISSED

Your colleague just missed an important deadline that will negatively affect your next steps for and quality of your work, delaying it.

Communicate your distress to him/her



MISTAKES

Reflect on a mistake you have made recently;

share what went wrong, why and how you could avoid it in the future.



The new colleague looks at you this way.
How do you respond?



You're sitting at a cafe. You recognize a colleague from your office looking this way.
What do you do?



NEW IN THE OFFICE!

You are new at work and you don't know anyone. A colleague seems particularly friendly and open to talk.

How do you approach him/her?



GOALS

Following the corresponding paragraph in module 5, define your goals and ambitions at the moment.



NAME OF THE GAME: SOCIAL COMMUNICATION BOARD GAME

ORGANISATION: VAEV

COUNTRY: AUSTRIA

Objective	<i>This game is designed for adults who wish to better their emotional skills and intelligence. Specifically, it pairs with module 5 “managing and expressing emotions and taking responsibilities” and therefore helps players to develop the ability to convey their feelings to others and take responsibilities by playing up with different scenarios and visual cues.</i>
Setup & Theme	<i>Players will gather in two teams of at least two people, while one player will be the judge. Therefore, the minimum number of players for this game amounts to 5 individuals. There can be as many players as you like in a team, but there can only be one judge, who will also hold the cards.</i>
Card ranking & description	<i>Every card contains information about the setting (e.g. hospital, workplace, home...) and either a visual cue such as a picture, or a brief description of a situation the two teams will have to engage with.</i>
Gameplay	<i>Two teams, of at least two people, challenge each other. The judge will pull a card from the deck and read it to the contestants out loud. From each team, one person, say person A and person B, will perform the emotional task listed on the card. After person A is done, it is person B's turn. The judge will eventually determine the winner between the two and assign a point.</i>
Combinations	<i>If there are at least four players for each team, it is possible to have the whole team perform the task explained on the card. However, each participant should say one word at a time, improvising on the spot. If, for example, team A wants to ask “why are you sad?” person A will ask “why” person B “are”, person C “you” and finally person D “sad?”. This strengthens group coordination, communication and empathy.</i>
Special rules (cooperative and competitive)	
Winning/Learning outcomes	<i>The team with the highest score wins.</i>