



Rules of the game

The objective of this game is to allow players to discover soft skills and to understand the difference with hard skills.

This is an introductory game to the concept.

This game is played by 2 to 4 players maximum.

Each player will discover the 5 categories of soft skills and the 4 soft skills that make up each category.

Each player has to create a character (avatar). Then he/she will assign to the avatar the soft skills that seem the most relevant to him/her according to the indications given at the beginning of the game:

- Taking into account the characteristics of the avatar you have created, choose the soft skill you think is the most important in each category. You can only choose one soft skill per category.
- Depending on the mission to take on, choose the soft skills that your avatar will need the most to complete the mission. You can only choose one soft skill per category.

Another game option:

The game can be played collectively.

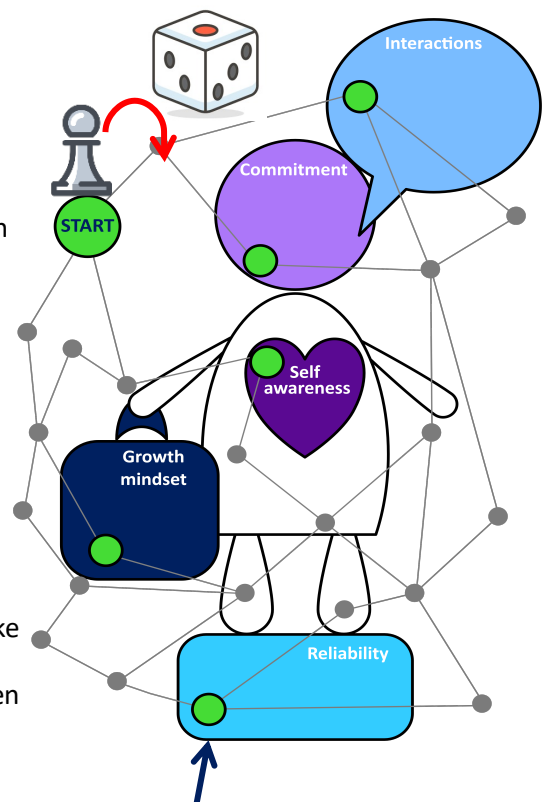
In this case, the organizer gives the constraint to the whole group on the same basis as in an individual approach. However, each of the group's decisions will be discussed collectively prior to the choice. The group will decide collectively which soft skill will be chosen in each category.

How the game is played:

The organizer gives an avatar card and a pawn to each player. The card allows the player to create his/her avatar. It will then allow him/her to assign the soft skills he/she finds most relevant. The winner is the first person to have a complete avatar, that is to say an avatar with 5 soft skills (one from each category).

1. Players take a few minutes to create their character (avatar): name, age, personal elements...
2. The players then place their pawn on the **START** square. The players will have to go to each of the 5 categories of soft skills: Interactions / Commitment / Self-awareness / Growth mindset / Reliability.
3. The youngest player starts and rolls the die.
4. The player moves from point to point on the board and can make as many moves as his/her die roll indicates. If the player passes through one of the category points, he/she can stop there. When the player stops at one of the categories, he can read the soft skills that make up the category and choose one.
5. Each player in turn rolls the die. A player cannot stop where another player is located on the Playing Board.

; when a player has chosen 5 soft skills.



When the player arrives at a **CATEGORY** point, he/she can stop there, look at the soft skills cards that make up this category and choose one.



2 levels of play are possible:

Beginner level ★

When the player is stopped on a category, he/she consults the soft skills cards that make up this category and chooses the one that seems the most relevant.

He/She then makes a note of it on his/her avatar card and places the soft skills card back in the category slot on the playing board.

His/Her turn is over and he/she passes the die to the next player.

Expert level ★★

Before starting the game, the organizer selects a mission and introduces it to the players.

When the player is stopped on a category, he/she consults the soft skills cards that make up this category and chooses the one that seems the most relevant to complete the mission.

He/She keeps the soft skill card that seems most relevant and notes the name of the soft skill on his/her avatar card. A soft skill card selected by a player will therefore not be available for other players.

His/Her turn is over and he/she passes the die to the next player.

Missions you can offer to players:

Mission 1:

You are going to the Moon with a group of 5 astronauts, all from different countries. Your mission, as a team, is to prepare the next trip to Mars which will take place in 20 years. You will be collecting samples, taking pictures and experimenting with new materials. Your mission will last 10 days.

What are the most important soft skills you need as a team member to complete the mission?

Mission 3:

You have to build a school in a village in India with your association/NGO. You will work with your boss and 10 volunteers from the nearest town to prepare the project, look for funding, teachers and plan the activities for the first 6 months. You have 3 months to complete the mission.

What are the most important soft skills you need to complete the mission?

Mission 2:

You have to investigate with the local authorities the murder of a famous singer from your country that took place at the end of a concert in Russia last week. You will travel there for one week, and for the moment you have received all the available clues in Russian.

The singer's children have received death threats and your mission is to find out who is involved in the murder to protect them.

What are the most important soft skills you need to complete the mission?

Mission 4:

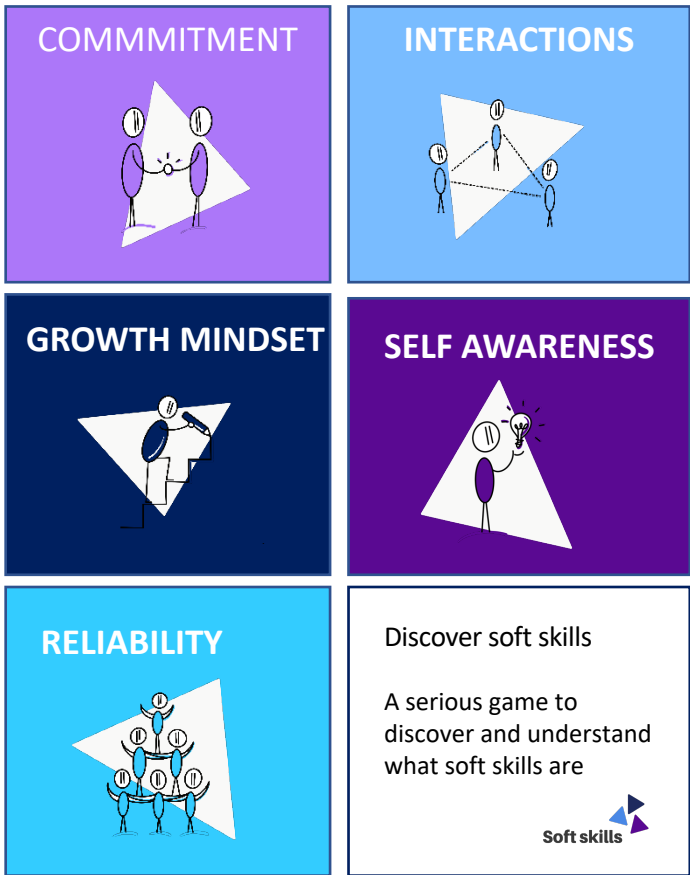
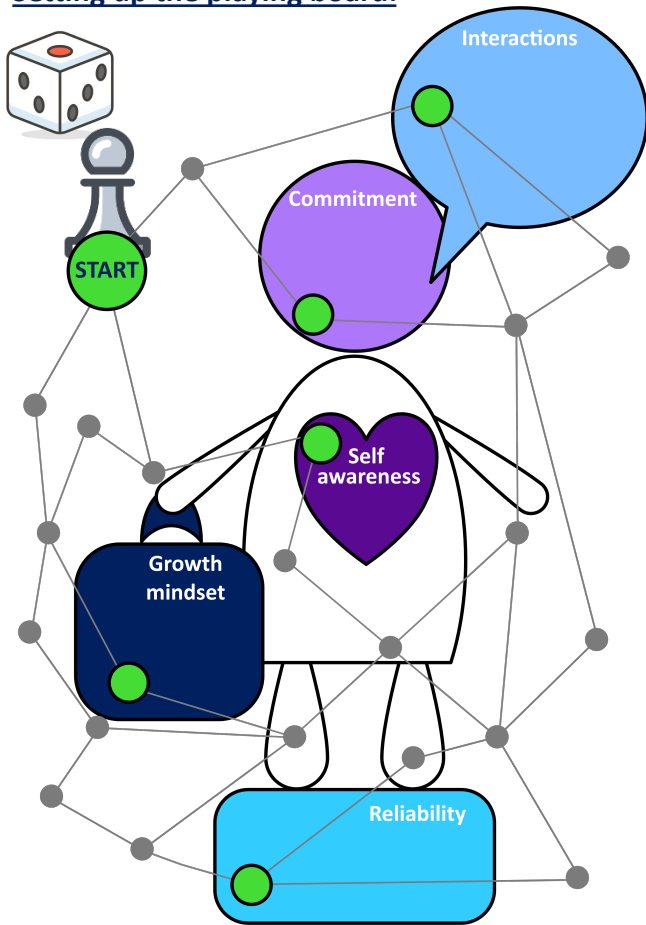
You are a journalist whose mission is to write a detailed article about the lives of 10 people who survived World War II in Japan. Some of them are hearing impaired and others are hospitalized.

You only have three days to interview them.

What are the most important soft skills you need to complete the mission?

The organizer is free to invent other missions, based on the daily life of the players and/or the profession they practice or for which they are in training.

Setting up the playing board:



Soft skills Cards should be placed on their respective categories

Endgame:

At the end of the game, it is necessary to organize a debriefing. This time allows the players to reexamine the elements they have just discovered during the game and to transform them into knowledge.

The organizer can facilitate a group discussion to talk about the differences between hard skills and soft skills either based on the players' skills or the avatars if the players have worked on the missions.