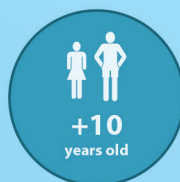
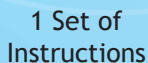
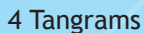


# *MYchallenge*

## *INSTRUCTIONS*



## GAME ELEMENTS



## PREPARATION

1. Take all elements out of the box.
2. Put the Board on the table.
3. Place the Wheel of Choice on the board.
4. Divide the Category Cards into categories and place them on the board.
5. Each player or group gets: 1 Tangram, 30 Sticks and 1 Pawn.
6. Prepare a sheet of paper and a pen for each player or group.
7. Place the Pawns on START.
8. Place the Timer next to the board.
9. Place the memory cards next to the board. At the beginning of the game, the memory cards must be uncovered so that everyone can see all the cards. Using a Timer count 1 minute to see the pictures of the memory cards. After the 1 minute, all cards are covered.

## HOW TO PLAY?

1. The youngest of you/group starts the game.
2. You start the game by spinning the arrow on the Wheel of Choice. The arrow will point on the category from which you will take a card with a task to do.
3. Take a Card from the pointed category.
4. Complete the task from the Card.
5. When you complete the task on the card put the card aside.
6. Move the Pawn on the Board according to the number of point(s) you scored.
7. You take turns clockwise.
8. Follow the steps 1-7 until the end of the game.

## THE END

The game ends when one of the players or group scores 30 points.

# THE WHEEL OF CHOICE

The Wheel of Choice consists of 8 categories marked by a symbol.



## 8 CATEGORIES ON THE WHEEL OF CHOICE

### Pantomime

Example:



#### DESCRIPTION:

Show what is on the card by moving your body (no sounds and pointing are allowed).

#### TIME:

1 min.

#### SCORING:

##### SUCCESSFUL ANSWER:

- 1 point for the player who guesses first
- 2 points for the player who showed, if someone guessed correctly
- 1 point for each player if the correct answer was given at the same time

##### FAILED ANSWER:

- no points

## Sounds

Example:



### DESCRIPTION:

Show what is on the card by using sounds (no words and body language are allowed).

### TIME:

1 min.

### SCORING:

#### SUCCESSFUL ANSWER:

- 1 point for the player who guesses first
- 2 points for the player who showed, if someone guessed correctly
- 1 point for each player if the correct answer was given at the same time

#### FAILED ANSWER:

- no points

## Tangram

Example:



### DESCRIPTION:

Make the pattern on the card by using 7 wooden elements (Tangram). All players take part.

### TIME:

3 min.

### SCORING:

#### SUCCESSFUL SOLUTION:

- 1 point for at least 3 correctly matched and adjacent elements
- 1 Point for next correctly matched and adjacent element
- Max. 7 points for the task.

#### FAILED SOLUTION:

- no points

The solutions are on the Solution Cards. The number on the card indicates the Solution Card.

## Sticks

Example:



### DESCRIPTION:

Arrange the sticks according to the pattern shown on the card and solve the task.

### TIME:

3 mins.

### SCORING:

#### SUCCESSFUL SOLUTION:

- 3 points for each player with the correct solution.

#### FAILED SOLUTION:

- no points

The solutions are on the Solution Cards. The number on the card indicates the Solution Card.

## Memory

Example:



### DESCRIPTION:

Find two matching pictures by uncovering 2 cards. You should show those 2 pictures, so that everyone can see them (for at least 2 seconds).

If you do not have matching pair put it into the same place. If you have matching pair you take the pictures and get the points.

### TIME:

1 min.

### SCORING:

#### SUCCESSFUL SOLUTION:

- 2 points for each matching pair.

#### FAILED SOLUTION:

- no points

## Move

Example:



### DESCRIPTION:

Perform the letter from the card with your body so that others can guess it. You can do the task alone or with your group or by asking the others to help you with that task (you act as a manager).

### TIME:

1 min.

### SCORING:

#### SUCCESSFUL TASK:

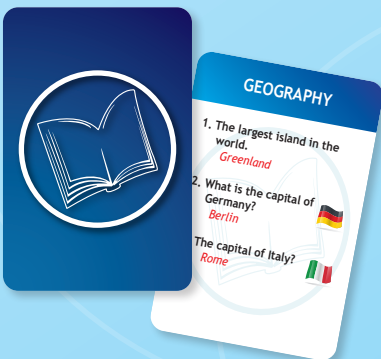
- 1 point for the player who guesses first
- 2 points for the player who showed if someone guessed correctly
- 1 point for each player if the correct answer was given at the same time

#### FAILED TASK:

- no points if you do not manage to do the task

## Knowledge

Example:



### DESCRIPTION:

Answer one of the questions from the card:

1. The player sitting to your right picks up a card for you.
2. You say the number of the question (1, 2 or 3).
3. The player with the card reads the question.
4. You answer the question.
5. The player with the card reads the correct answer (red text on the card).

### TIME:

1 min.

### SCORING:

#### SUCCESSFUL SOLUTION:

- 1 point for the correct answer.

#### FAILED ANSWER:

- no points

## Challenge

Example:



### DESCRIPTION:

Read and complete the task from the card.

### TIME:

2 min.

### SCORING:

#### SUCCESSFUL TASK:

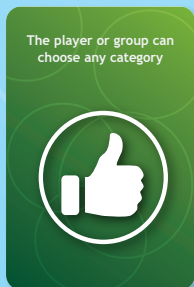
- 2 points for correctly completing a task.
- Everyone assesses the successful completion of the task by voting.

#### FAILED TASK:

- no points

## Extra Bonus Cards

There are 20 extra Bonus Cards. They are different and appear as a bonus in different categories.



### DESCRIPTION:

In different categories you can find an additional Extra Bonus Card. It can be used at any time during the game.

After picking up this card, you have an extra turn.



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