

THE GAME

# ANCHORS FOR THE FUTURE

**Erasmus+ KA205**

Strategic partnerships projects  
in the field of Youth

**Project Title:**

**ANCHORS FOR THE FUTURE**



Laboratorium  
Zmiany



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**jovesólides**  
JÓVENES HACIA  
LA SOLIDARIDAD  
Y EL DESARROLLO



convensas  
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## Aim of the game

Participants - by working in a team - train decision making, learn critical thinking and build self-confidence. The game is designed for girls aged 13-19. It is suitable for other target groups, but we recommend applying changes and improvements to adapt it for specific group needs.

The game is run by a game master – adult person with experience and knowledge in working with children and teenagers.

Up to 6 people can participate in the game at one time – they make a team and do not compete with each other.

The real challenges should be adjusted to the age and sensitivity of the participants. They can be freely changed or replaced with others. It is also possible to use only the fantasy challenges during the game. Remember – the aim of the game is to train social skills - not to find real solutions to challenges.

## Preparation

I. Download an app with a virtual dice (for colour drawing) or prepare a dice with 6 colours instead of numbers (yellow, green, purple, red, blue, orange)

II. Prepare a ship (e.g. according to the instructions attached to the game) which will be used for moving to the next points (anchors)

III. Prepare the board

1. A board – A2 size or print as „a poster” (4 A4 sheets) in colour or black and white version.
2. Cards with challenges – print both sides, cut and shuffle them before the game.
  - cards with fantasy challenges + jokers/traps – versions with stars (back of the card with a star)
  - cards with real challenges – versions without stars (back of the card without a star)

Place the cards with challenges on the board in piles, face down, on colorful "islands" (places), several pieces per place. Fantasy challenges - at the bottom, real challenges - at the top.

3. Skills – print, cut, shuffle.
4. Printed instruction should be visible to all participants.

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## Step-by-step instructions

Before providing step-by-step instructions to players, make sure to read them yourself.



### The story *(Introduce the players to the story below)*

„Friends,  
You find yourself in a land where you aren't happy. You are aware that there is a place where you can feel most yourself – free and able to achieve whatever you desire. You need to focus on the sea. The weather is rough and you can't move further without opening a portal. After completing upcoming challenges, you can reach an island of your dreams. Come up with ideas and act as your own anchors“. Take care of all members of your team and be supportive and stay creative.

### The goal of the game *(introduce it to players)*

The goal of this game is to get to the island by facing given challenges. You need to keep your boat moving through the board. You will be able to improve your skills in the fantasy ocean, therefore you will be able to face reality.

At the beginning, each one of you will pick 2 skills. You can show your skills to each other because you will be cooperating. In order to face the challenge you have to use these skills (minimum 1 skill per person). After solving the challenge you should:

- move your boat by one step
- keep the challenges and the skills you used
- pick new skills so that you always keep 2 skills per person

### Elements of the game *(Show these elements to players)*

- a board
- a map of two oceans
- challenges
- skills
- a boat
- starting point (the land)
- a portal
- finishing spot: an island

### Step-by-step round *(Read it step-by-step to the players and make sure they understand everything)*

1. Every person chooses two skills from a pile.
2. Spin the colour wheel or throw the dice (one person should do it).
3. Pick the challenge based on the same colour as on the wheel
4. Read the challenge out loud
5. The person who spins the wheel starts the discussion
6. You have 1 minute per 3 people or 1.30 minute per more than 3 people for the discussion. Use your skills and cooperate.
7. The game master will ask for your proposed solution. There are no „good, bad or key“ answers.
8. Move your boat.
9. Every person adds new skill(s) from a pile.
10. The next person continues.

**\*Joker card** Not all challenges are real. Some are “it's a trap” ones

### The end of the game

Game is finished when your boat arrives on an island.  
Then celebrate!.



## TIPS for Game master



*Hello game master! Glad we have you to help create the best environment possible in this game :)*

*We want players to feel motivated, be creative and work together to solve challenges and also challenge themselves and their personal skills.*

*For this, we need you to be aware of what is happening in the game to intervene and help them whenever necessary.*

*First of all, at the beginning of the game, read the instructions clearly and clarify any doubts that may arise. During the game, be aware of the times of challenges and clearly listen to the participants' responses.*

### Golden tips:

- Encourage everyone's participation so that you hear all the voices present and make them feel an important part of what is being done.
- Remind them that there is no wrong or bad answer; what is important is that they use what they have within and between them to respond to the challenge that presents itself. Don't judge any answer and alert others to it too.
- Pay attention to the group dynamics: if you notice that someone is very quiet or distant, try to bring them again; if the group feels discouraged or bored, propose a wild card or make jokes for example. The intention is for them to get involved and have fun here, while developing their individual and group skills. We are counting on you to help promote this!
- When the joker cards appear, the craziest answers can appear. And that's good, let the participants use the same ones as they prefer.
- Be interested and open to everything you see and hear: a space for welcoming and listening is essential so that the goals of our game are achieved (P. S: If you notice any behavior or speech that may indicate risky situations, try to talk with the participant and closest people responsible for him/her. Consider extra/professional help if possible to make this referral).
- Celebrate with them each idea, victory and challenge accomplished. The path counts as much as the ending point, so every step should be noted.
- If they can't meet a challenge, reassure them. There's always a chance for fresh starts and a challenge you can't finish is a chance to learn and prepare for what's next.
- Respect the individualities, the stories of each one and their differences. Value it! Make this game the safest and freest space possible for players to explore their creativity and skill with affection, listening and fun.

At the end of the game, celebrate with them the path taken and the victory achieved. Make them remember what they've achieved and how crucial each one's participation was. Alone they are much and together, even more; this recognition of individual potentials and the value of having a friendly shoulder (or several) to go through the obstacles and joys of life, needs to be emphasized during, but, above all, at the end of the game when they will have a better chance of evaluating what just happened. For this, ask evaluation questions to enrich the discussion.

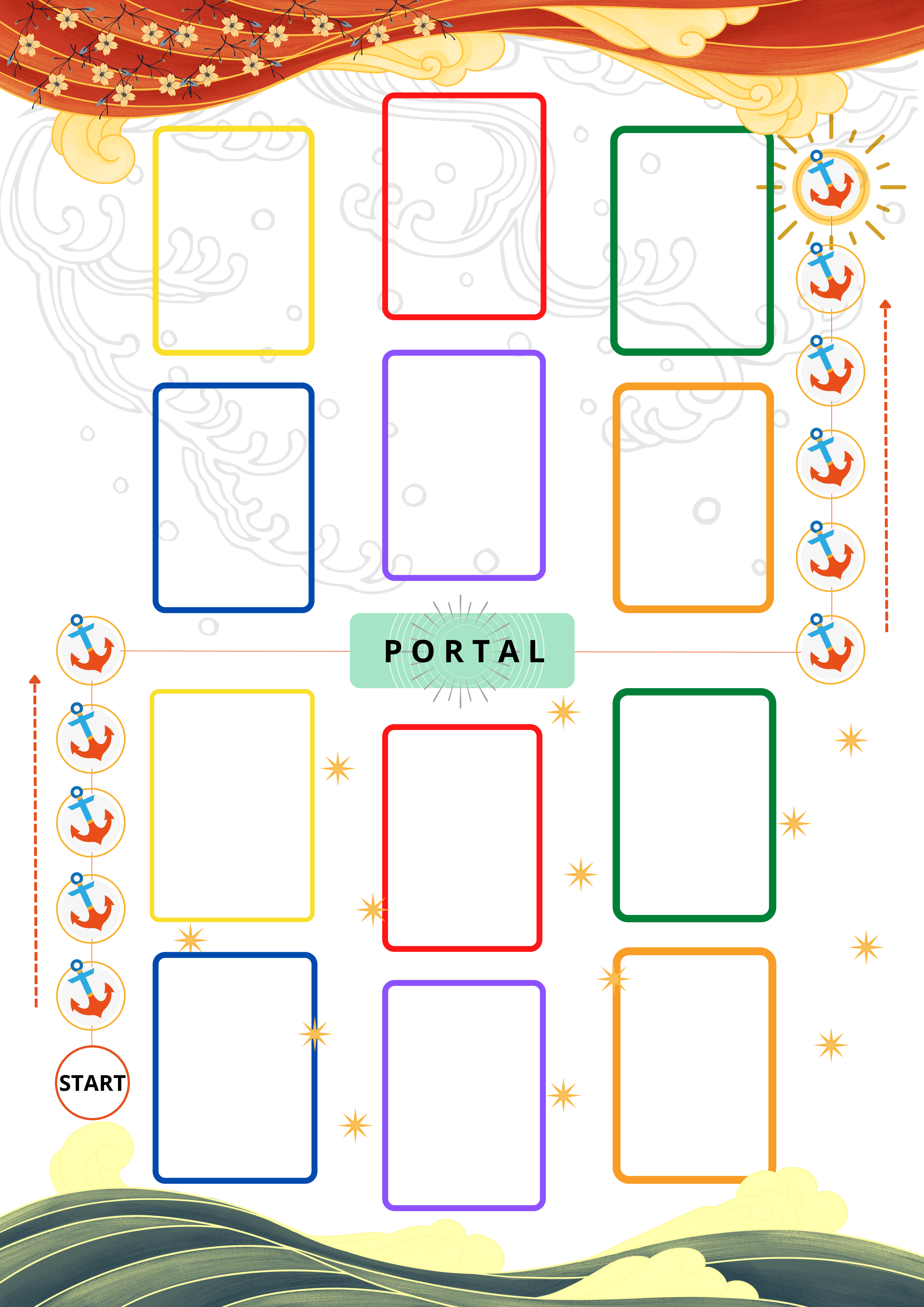
### Suggestions:

- What did you think of the game?
- Was it fun?
- What was the hardest part?
- What did you like the most?
- Was there something you didn't like?
- Do you believe that any of the solutions found by you during the game can be used in your real life?
- What would you do to make the game more fun?

NOTE: It doesn't have to be an intense or mechanical questionnaire, talk to them lightly and openly to find out about the participants' feelings. Promote paths of dialogue with them: this will make the moment more dynamic, interesting, sensitive and human.

Search the participants for new ideas for the game - they can be adapted and used in future versions or even in the design of new games and playful tools of pedagogy and action :)

Now you are ready to be a mediator/game master and help these players on their life journeys :)



START

PORTAL









While you were on an expedition up the mountain, a member of your crew got lost. You need to go as soon as possible to find her/him.



As you approach the island, you fall into a whirlpool that gradually sinks your boat. How do you evade it?



After reaching the island, you are kidnapped by a group of natives. How are you going to convince them to let you go free?



While you are sailing, you visualize some pirates approaching your boat. Do you defend or attack? Argue the answer.



In the middle of the jungle you meet a big tiger on your way and it's ready to attack. What are you going to do?



While you were docking the boat the mast of your ship is destroyed by accident. How are you going to repair it?



You destroy an ancient sculpture by accident. How will you explain yourself to the islanders?



You have arrived on an island where natives live. How would you communicate?





You are adrift and something extraordinary happens... It's started raining carnivorous snakes! P.S.: You can't kill them. How are you going to protect yourselves?



You are on an island that is habited by very territorial pirates. They don't want strangers on their island. What will you do to be able to stay for a while on that island?



A big thunderstorm is about to hit. You have to leave the island you are on in less than 5 minutes. What material do you choose: a 2x2m cloth, wood and matches to keep warm or blankets?



You need to land on an island, but a crew member has a serious leg injury that prevents him from landing. How do you help her/him?



A huge sand troll stands in your way. He is biting his fangs at you, grunting menacingly at the same time. How are you going to continue on your way?



You land on the island when a volcano erupts, which launches rivers of lava that surround you on all sides. What would be your first move?



You want to land on an island, however, a group of sharks protected access to the island and new resources. How will you deal with them?



On this island, you meet parrots endowed with speech and human understanding. However, they are prejudiced against you because they do not know you. Introduce yourself in such a way that parrots trust you and show you the way.





You meet a tigress on the island. She looks large and formidable, but something about her behavior makes you understand that she is looking for her baby stuck on another island. What's your decision?



On the island you meet a loudly meowing tiger cub. It looks like mum's lost, but there is no other animal on this island. What's your decision?



You came to an island where pirates have their base. They have noticed your presence and are starting to approach you. How will you convince them of peaceful intentions?



The swarm of wasps is starting to chase you! How can you avoid severe stings?



You hit the shore when the day is over and the weather starts to change. The storm is coming. What will you do?



Right after reaching the shore, you are kidnapped by a group of natives. The village elder explains in a sign that they won't let you go any further if you don't teach them something useful. What would you teach them?



You reach Cat Island. You meet these cute, fluffy and purring quadrupeds at every turn. Their charm is so powerful that you are unable to move on. How are you going to get to the next point?



After setting up camp on the new island, you relax by the fire. The next morning, it turns out that the most important equipment and tools available to you have been stolen by curious monkeys. How are you going to get it back?





You are setting up camp on the island. After a short survey of the area, it turns out that you cannot find a freshwater source. What will you do to stay hydrated?



You have just set up camp and are looking for something to eat, but to no avail. All the fruit in the area is already harvested by the lemurs and their king. To survive, you need to negotiate with the king.



Your boat is crumbling into tiny poppies smashed against the rocks by the beach of another island. You can see trees in the distance. You have to arrange a means of transport for the rest of the journey.



It turned out that there is a drinking water source on the other side of the island. Unfortunately, you have to pass the lair of nightmarish monsters. What will you do?



You are about to land on an island and Poseidon appears. He tells you that in order to land on this island you must bring precious stones or gold ashore.





To move your boat, you will have to solve 2 challenges this round/in this island.



Your boat is broken. Pick up unused skills from the last round to fix it before heading to the challenge on this island.



Solve the next challenge and move forward 2 Anchors houses after that.



You can use only one of the all skills you have to solve the next challenge.



You are so lucky! The wind is with you, so you can move forward one anchors house.



Do not throw the dice for the next round. Just go to whichever island you want.



Sorry for telling it, but you are coming back one anchors house.



This Island is not for you. Throw the dice again and go to another one.



We are going mountain climbing and we don't have wifi to find the way.

Your school has a viral infection just before prom and you don't want to miss it.

Your friend is having an panic attack and you need a support to help her/him.

While you are at recess at school, two girls are pushing and swearing at another girl. How would you act?

Tomorrow you have to hand in a group work and the computer where you are going to do it is broken. How will you defend your work?

You have recently been at a talk on sustainable development and you are asked to come up with an idea in relation to fashion. What sustainable solution do you have in mind?

You're in the supermarket queue shopping for the pijama's party, and suddenly you get a verbal attack from a person behind you. What would you do?

A friend of yours seems very upset with you. There seems to have been a isunderstanding. How would you deal with this situation?

You have a friend who always makes you argue with each other because she is manipulative. How would you end this toxic relationship with her?

Some girls from another school have invited you to a party for over-18s. You are not convinced about going. You are afraid to say no in case they don't invite you again. How would you tell them?

You are in an intercampus with other high schools and there are people with whom you would like to make friends. How would you make the link?

Your parents have set a rule that you don't agree with at all. How would you defend your position without arguing?

You have a group project which you all have to present to the whole class. One of you is terrified of speaking in public. How would you support her?

A teacher gives you an exam that coincides with the day when one of your friends is going to make her debut with a first division football team. How would you ask the teacher to change the exam?

You are in a coffee shop and overhear the next table talking about planting plants on the moon. One of these people notices you and asks you what you think about it. How would you admit ignorance on the subject?

Put yourself in the situation that you are working in a team and one of the members of the group hardly contributes anything useful. How would you give her constructive criticism?

Have you noticed that a person in your class at lunchtime does not eat, only drinks water, and has been doing so for the last couple of months. You can see that he has lost a lot of weight. What would you do?

You find yourself in a situation where a photo of you starts to circulate on different social networks and people comment negatively about you. How do you react?

Lately you've been hanging out with people who use drugs, do you think you'll end up using? Why?

You find yourself in a situation where your boyfriend asks you to have unprotected sex in order to feel more pleasure. What would you say to him?

Put yourself in the situation where your partner is pressuring you to have sex and you don't feel ready to take the plunge. How would you tell him/her?

If your couple constantly asked you to send him your location, asked who you were with and told you how to dress.... What would you do?

You have a very close friend who has been smoking joints for a while and she tells you that you would be less stressed and that you would feel better if you smoked joints. How would you respond?

You are in the high school assembly and there are several interesting topics to discuss. In what way would you highlight your proposal?



You start having negative thoughts about yourself, for example: 'I don't feel comfortable with my body, I feel I don't fit in, I don't feel part of the group'. What would you do?

While having a chat with a friend, she confesses to you that everyone thinks she is happy, but no one knows what is going on at home. How would you react?

A classmate tells you that her parents demand that she gets A's in all her subjects and she has reached a point where she is so anxious that she is unable to concentrate on doing anything. What advice would you give her to tell her parents?

A friend has told you that she is considering ending her life, how would you react?

There has been an extraordinary parents' meeting in which it has been said that the identity of a person in your class has been impersonated on social networks. You have suspicions about who they might have been. What would you do?

One of your friends confesses to you that she has started dating a 40-year-old. She is 15. What would you tell her?

While you are having a family meal, the subject of immigration in your country comes up. A member of your family makes derogatory remarks about this group. What would you say to them?

You have failed 5 subjects in the term and your parents think you have had a good school year. How will you tell them the result of the report card?

You have reached the legal working age and have not yet finished secondary school. What would you choose, to continue studying or to start looking for a job?

A friend of yours has had unprotected sex, what advice would you give her?

Your parents have given you the rule that you can only use your mobile phone from 19h - 23h. How would you negotiate this new rule?

**You are good  
writer**

**You are good chef**

**You play the guitar**

**You are good  
in chemistry**

**You have good oral  
expression**

**You are great  
mathematician**

**You have  
construction  
knowledge**

**You have the ability  
to learn languages  
fast**

**You have telepathics  
knowledge**

**You have leadership  
skills**

**You are very  
empathetic**

**You have a lot of  
self-confidence**

**You have a positive  
thinking**

**You can work under  
pressure**

**You have spiritual  
thinking**

**You have  
negotiation skills**

**You are good at resolving conflicts**

**You are organised**

**You have a lot of creativity**

**You have gardening skills**

**You can teleport**

**You are good liar**

**You are good storyteller**

**You can control water**

**You can hypnotise**

**You can read minds**

**You can whisper to snakes**

**You can blow clouds**

**You can blow clouds**

**You can control the turtles**

**You can flirt with dolphins**

**You can control fire**

**You have an army  
of flamingos**

**You can create  
internet connection**

**You can fly**

**You can move  
objects with your  
mind**

**You can eat  
anything**

**You can melt your  
body**

**You can control  
the air**

**You can turn  
everything you  
touch into gold**

**You have  
super-speed**

**You have the gift,  
all dogs love you**

**You take care  
of yourself**

**You have willingness  
to learn and  
self-development**

**You can concentrate  
very fast**

**You have creative  
thinking**

**You have critical  
thinking**

**You have the ability  
to make decisions**

<b>You can cope with stress</b>	<b>You can troubleshooting</b>	<b>You have self-discipline</b>	<b>You have independent thinking</b>
<b>You have high ability of data search</b>	<b>You are ease in establishing relationships</b>	<b>You have resistance to stress</b>	<b>You have the ability to work under pressure</b>
<b>You care for a good atmosphere and communication in the team</b>	<b>You are good at solving conflicts</b>	<b>You are good at working out compromises</b>	<b>You have the ability to motivate the crew</b>
<b>You take risks</b>	<b>You are a good listener</b>	<b>You are good in building relationships with other people</b>	<b>You have a lot of personal culture</b>

<b>You are good at expressing constructive criticism</b>	<b>You have logical thinking</b>	<b>You have abilities of leadership</b>	<b>You are good at supporting others</b>
<b>You have high ability of data search</b>	<b>You encourage teamwork</b>	<b>You are good at speaking in public</b>	<b>You have the ability to focus on the goal</b>
<b>You have persuasive abilities</b>	<b>You have kindness and positive attitude towards people</b>	<b>You have excellent time management and punctuality</b>	<b>You have the ability to motivate the crew</b>
<b>You have a great work organization skills</b>	<b>You have good manners</b>		