



Resistance: Avalon



Co-funded by
the European Union

Key competence: *Learn to learn, Social & Civic*

Soft skills: *Deduction capacity, Collaboration, Ethics, Negotiation, Critical thinking, Tolerance, Decision making*



Editorial

5 – 10



30 min



13+

Recommendation

5 – 10

30-40 min

5° - 6°

Variants and/or steps

- Because of its complexity, we advise you to have a separate hour in which to explain the characters and the rules and, maybe, to talk about the history of King Arthur. You can also have a trial game with the whole group in the first hour.
- In the beginning they would need help and supervision, but our older students were able to play alone after playing twice.
- An alternative for the younger ones to play could be to make mixed age teams with the older ones (where possible).
- The 8 year old pupils played it, but found it hard to remember and follow the rules. An adaptation for them could be to use only the good and bad characters and Merlin, without the other ones.
- The older pupils enjoyed the game and found strategies to play in both roles. We could see non verbal communication, deduction capacity, critical thinking and decision making very well developed after playing this game.

Adaptations for special needs

- Students with special needs can participate in teams and play the game with the help of another assistant if it is needed. They can focus on the colors red and blue of the cards and remember the expressions of good and bad intentions.

Discussion

○ Why do you think the winners have won the game? ○ How did you feel about having to trick the others? ○ What do you think are the consequences of being misled in real life? ○ Did you try to cheat? ○ When, why, how? ○ Did you cooperate with your partners? ○ How did you feel when they didn't understand your message? ○ Do you have in mind situations in which misleading somebody is harmless/is good for the moment/has bad consequences? ○ Do you have examples from your life when the non verbal and verbal messages were different?

% of answers based on 238 Primary School students



Would you like to play it again?	3%	3%	8%	87%
Have you communicated a lot with your classmates while you were playing?	11%	10%	25%	54%
Have you done any calculations during the game?	65%	11%	11%	13%
How easy was it to understand the rules of the game?	4%	14%	25%	57%



Resistance: Avalon



Co-funded by
the European Union

Have you thought of any strategy while playing the game?	15%	18%	21%	46%
Are you able to explain this game to another student?	19%	9%	18%	54%