


















Dixit Odissey



Co-funded by
the European Union

<p>Key competence: <i>Literacy, Multilingual, Entrepreneurship</i></p> <p>Soft skills: <i>Deduction capacity, creativity</i></p>	 Editorial 5 - 12 Recommendation 5-8	 30 min 30 min	 6+ 1 ^o - 6 ^o																																			
<p>Variants and/or steps</p> <ul style="list-style-type: none"> ★ Cards are the key component of Dixit, so teachers could prepare them according to a subject or a topic you want to discuss with the students. ★ As a variant we suggest that instead of saying a word, you can tell a story, a title of a film or a book. ★ A story or a tale can be created together, with the cards which have appeared in a round. ★ It is also possible to play by showing a card and asking each player to write words related. Most or less common words will get more points. 																																						
<p>Adaptations for special needs</p> <ul style="list-style-type: none"> ➤ 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 pictures and select the picture they think it matches with the description or say their own description when it is their turn to be the narrator. 																																						
<p>Discussion</p> <p><input type="checkbox"/> Did you find it difficult to associate the image with the word? <input type="checkbox"/> Do you think that creativity could be improved using this game? <input type="checkbox"/> Why is creativity important in life? <input type="checkbox"/> How do you think your colleagues guessed the right card? <input type="checkbox"/> How could a person develop his/her creativity?</p>																																						
<p style="text-align: center;">% of answers based on 238 Primary School students</p>																																						
<table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 70%;"></th> <th style="width: 7.5%;"></th> <th style="width: 7.5%;"></th> <th style="width: 7.5%;"></th> <th style="width: 7.5%;"></th> </tr> </thead> <tbody> <tr> <td>Would you like to play it again?</td> <td style="text-align: center;">0%</td> <td style="text-align: center;">1%</td> <td style="text-align: center;">6%</td> <td style="text-align: center;">93%</td> </tr> <tr> <td>Have you communicated a lot with your classmates while you were playing?</td> <td style="text-align: center;">6%</td> <td style="text-align: center;">9%</td> <td style="text-align: center;">23%</td> <td style="text-align: center;">62%</td> </tr> <tr> <td>Have you done any calculations during the game?</td> <td style="text-align: center;">48%</td> <td style="text-align: center;">15%</td> <td style="text-align: center;">10%</td> <td style="text-align: center;">26%</td> </tr> <tr> <td>How easy was it to understand the rules of the game?</td> <td style="text-align: center;">6%</td> <td style="text-align: center;">9%</td> <td style="text-align: center;">19%</td> <td style="text-align: center;">66%</td> </tr> <tr> <td>Have you thought of any strategy while playing the game?</td> <td style="text-align: center;">24%</td> <td style="text-align: center;">18%</td> <td style="text-align: center;">20%</td> <td style="text-align: center;">38%</td> </tr> <tr> <td>Are you able to explain this game to another student?</td> <td style="text-align: center;">11%</td> <td style="text-align: center;">8%</td> <td style="text-align: center;">15%</td> <td style="text-align: center;">65%</td> </tr> </tbody> </table>									Would you like to play it again?	0%	1%	6%	93%	Have you communicated a lot with your classmates while you were playing?	6%	9%	23%	62%	Have you done any calculations during the game?	48%	15%	10%	26%	How easy was it to understand the rules of the game?	6%	9%	19%	66%	Have you thought of any strategy while playing the game?	24%	18%	20%	38%	Are you able to explain this game to another student?	11%	8%	15%	65%
																																						
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