






Forbidden Island



Co-funded by
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Key competence: *Learn to learn*
Soft skills: *Collaboration, Empathy, Negotiation, organization and planning*

			
Editorial	2 – 4	20 min	10+
Recommendation	4	30 min	5° - 6°

Variants and/or steps

- ★ The first time you explain it can take, at least, 30 minutes. It is recommended to supervise the first round to solve any doubt. Additionally, it's important to remind the players reading at the beginning of every turn the helping card.
- ★ In order to make it easier, players can start with 4 cards instead of 2. Remind players the importance of keep talking during the game and trying to plan the entire turn before acting.

Adaptations for special needs

- This is a complicated game to be used in special needs pupils, but you can try playing it without the “water rising cards”.

Discussion

☐ Did you help your colleagues in making decisions? ☐ Did you accept suggestions from your team? ☐ Were there conflicts between the team during the game? ☐ How did you solve them? ☐ Were you a leader or a follower? ☐ Did you listen to the opinion of your teammates? ☐ Did you feel that your team players listened to you?

% of answers based on 238 Primary School students



Would you like to play it again?	4%	8%	11%	76%
Have you communicated a lot with your classmates while you were playing?	1%	6%	4%	89%
Have you done any calculations during the game?	54%	24%	10%	13%
How easy was it to understand the rules of the game?	13%	14%	24%	49%
Have you thought of any strategy while playing the game?	23%	11%	23%	44%
Are you able to explain this game to another student?	20%	14%	20%	46%