










Ghost Blitz



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Key competence: <i>Science, Technology, Engineering and Mathematical, Learn to learn</i> Soft skills: <i>Self control, deduction capacity, abstract thinking</i>	 Editorial Recommendation	2 – 8 3 – 5	 20 min 00 min	 8+ 1º - 6º
Variants and/or steps <ul style="list-style-type: none">★ We suggest starting by explaining the name of the objects and their color. Then classify cards as easy or difficult. In an easy card an object is well represented in shape and color. In difficult cards no object is well represented neither in shape nor in color.★ In order to avoid frustration for the kids who are not fast enough and to help them understand the game better, you can start in turns instead of competing. In this case other players must check if the decision was good.★ When you're playing the competition mode, as a variation, you can put the student that won to flip the next card and to not play that round, and so on. Also, as an advanced option, you can put the students draw impossible cards. Another variation can be to create a template with the objects so all students can play at the same time.				
Adaptations for special needs <ul style="list-style-type: none">➤ For our special needs pupils we can change a rule and ask them to mention the object chosen, instead of grabbing. We can also ask them to explain the decisions taken.				
Discussion <input type="checkbox"/> What did you think in order to choose the right element? <input type="checkbox"/> How did you feel when somebody else was choosing the right element? <input type="checkbox"/> What strategy could you learn from this in order to help you have better results?				
% of answers based on 238 Primary School students				
Would you like to play it again?				
Have you communicated a lot with your classmates while you were playing?	5%	2%	7%	85%
Have you done any calculations during the game?	6%	6%	20%	68%
How easy was it to understand the rules of the game?	43%	10%	14%	33%
Have you thought of any strategy while playing the game?	6%	3%	17%	74%
Are you able to explain this game to another student?	31%	13%	19%	37%
	9%	5%	19%	67%