



Hanabi



Co-funded by
the European Union

Key competence: *Learn to Learn*

Soft skills: *Self-control, abstract thinking, resilience*



2 – 5



25 min



8+

Editorial

Recommendation

3 – 5

20 min

1^o - 6^o

Variants and/or steps

- Since Hanabi is a collaborative game, it is interesting for the teacher to make groups to encourage certain students to work as a team.
- We can put together students who have had mishaps or some who usually do not interact, since the game tends to create a team.
- In the first game, and in order to make it easier and promote a victory, you can play without the blue tokens, that is, you can give as much information about cards as you want. However, it is interesting to include the red tokens so that there is a possibility of losing.

Adaptations for special needs

- Students with special needs may be allowed to take notes on the clues received.

Discussion

○ How did you react when a colleague made a wrong decision? ○ How did the colleagues react when you made a wrong decision? ○ How could you, as a team, improve next time? ○ How easy was to understand the rules of the game? Why? ○ What tips would you give to other players in order to be able to succeed in the game?

% of answers based on 238 Primary School students



	9%	18%	15%	58%
Would you like to play it again?	9%	18%	15%	58%
Have you communicated a lot with your classmates while you were playing?	4%	5%	13%	77%
Have you done any calculations during the game?	60%	17%	11%	12%
How easy was it to understand the rules of the game?	9%	12%	33%	46%
Have you thought of any strategy while playing the game?	29%	18%	15%	38%
Are you able to explain this game to another student?	19%	19%	15%	48%