










Pandemic



Co-funded by
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<p>Key competence: <i>Learn to learn, Social & Civic</i></p> <p>Soft skills: <i>Collaboration, empathy, negotiation, organization and planning, decision making</i></p>	 Editorial 2 - 4 Recommendation 4	 45 min 45 min	 8+ 5 ^o - 6 ^o	
<p>Variants and/or steps</p> <ul style="list-style-type: none"> ★ Pandemic is a complicated game, so we recommend that the facilitator knows it perfectly in order to explain it properly. ★ The first time you explain it can take, at least, 30 minutes. ★ However, it is a very enriching game to develop teamwork. ★ In order to take advantage of the potential of the game, it is difficult that the first time the game is applied it can be finished. Developed skills are worked especially from the second and third games, being a game with great replayability. 				
<p>Adaptations for special needs</p> <ul style="list-style-type: none"> ➤ In students with special needs it is recommended not to use epidemic cards in the first game. 				
<p>Discussion</p> <p><input type="checkbox"/> Did you help your colleagues in making decisions? <input type="checkbox"/> Did you accept suggestions from your team? <input type="checkbox"/> Were there conflicts between the team during the game? <input type="checkbox"/> How did you solve them? <input type="checkbox"/> Were you a leader or a follower? <input type="checkbox"/> Did you listen to the opinion of your teammates? <input type="checkbox"/> Did you feel that your team players listened to you?</p>				
<p style="text-align: center;">% of answers based on 238 Primary School students</p>				
   				
Would you like to play it again?	6%	9%	19%	67%
Have you communicated a lot with your classmates while you were playing?	6%	6%	15%	74%
Have you done any calculations during the game?	54%	24%	9%	13%
How easy was it to understand the rules of the game?	19%	11%	35%	35%
Have you thought of any strategy while playing the game?	17%	13%	24%	46%
Are you able to explain this game to another student?	28%	17%	20%	35%