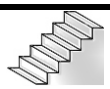
Sushi go!

Co-funded by the European Union

Key competence: *Science,Technology, Engineering, Mathematical* **Soft skills:** *Self control, abstract thinking, organization and planning, decision making and deduction capacity*				
				
	Editorial	2 – 5	15 min	8+
	Recommendation	4 – 5	20 min	2º - 6º

Variants and/or steps

- It is important to explain how to score each card with different examples at the beginning of the game.
- One option can be to prepare some cards on the table as if a three player round has finished. Then, ask students to calculate the score of each player.
- In order to reinforce the mathematical competence, it is interesting after the game to ask every student to count the points of all the players. This should be done in silence and then it should be checked..

Adaptations for special needs

- For special needs students we can remove some cards: Wasabi and sticks. Then also, Sashimi and Gyoze.
- In order to help the final score calculation, let students use a pen and a paper.

Discussion

☐ Which cards do you think are more complicated to score? ☐ Which ones are less complicated? ☐ What was the most difficult part in the decision making? ☐ Can you relate this board game with any subject? How? Why?

% of answers based on 238 Primary School students				
Would you like to play it again?	1%	3%	10%	**86%**
Have you communicated a lot with your classmates while you were playing?	4%	7%	24%	64%
Have you done any calculations during the game?	10%	5%	18%	67%
How easy was it to understand the rules of the game?	5%	17%	28%	50%
Have you thought of any strategy while playing the game?	19%	10%	21%	50%
Are you able to explain this game to another student?	16%	10%	23%	50%