

A kind of dixit



Self-assessment and solution orientation
Social skills and relationships
Development of creativity



Communication
 Integration in the workplace
 Learning and soft skills



Minimum 3 participants



30 minutes



– to develop storytelling and communication skills



✓ Minimum 15 cards



Draw or print cards. Each one should represent one (or more) object(s) or scene(s) that refer to a learning environment or a workplace (you can get inspired by the RESET stories)



1. Shuffle the deck of cards and deal 5 to each player, face down.
2. Learners review their cards, choose one, and attempt to think of a short story. The story should be slightly elusive and the name of the object or characters from the card cannot be mentioned.
3. The active player does not reveal their card, only the story.
4. Each player then looks at their own cards and selects one that reminds them best of the story that the active player gave and gives that card to the active player, face down.



5. The active player then shuffles the cards she/he received with his/her own card and places them in any order.
6. Each player then votes for the card they think is most likely the active player's card.
7. Once all votes have been cast, the active player reveals his/her true card.
8. If all players or no players detected the active player's true card then the active player scores 0 points. If at least one, but not all players, voted for the active player's true card then the active player receives 3 points.



You may ask to explain why they chose a certain card