

## IO9: Board game for entrepreneurial competences to be used by parents

### Game objective

The objective of the players is to reach the EnterWorld before Lord Grim and his pet Tarantula do, in order to notify the EnterWorld's residents that Lord Grim is heading there to destroy it!

In order to reach the EnterWorld, the players have to go through six different settings, the castle, the forest, the volcano, the desert, the sea and the Frozen Mountain, while they have to overcome several difficulties and obstacles, many of them caused by evil Lord Grim! Also, on their way to the EnterWorld, the players meet various characters whom they help or with whom they cooperate to fulfil a task or overcome an obstacle. The main characters are: Bastion, Greeny, Lava, Sandy, Waves and Icy.

### Game Contents

- 1 game board
- 1 dice
- 2-6 pawns of different colours
- 100 cards

### Instructions

1. Place the board on a flat surface. The players choose their pawn colour and place all pawns on the green space on the left corner of the board.
2. Shuffle the cards and place the pile on the space with the question mark on the board, making sure that the side with the questions is facing up.
3. All players roll the dice once to see who goes first. The player who rolls the highest number goes first, then the player to his/her left and so on (clockwise).
4. When his/her turn comes, each player rolls the dice and moves forward the respective number of spaces. He/she then draws a card from the pile and gives it to the teacher/parent/co-player to read it. Be careful, nobody should read the back of the card before the person who is playing gives his/her answer!
5. After the player gives his/her answer, he/she (or someone else) reads the feedback that corresponds to the answer given on the back of the card. The player then moves the right number of spaces forward or backwards, according to the instruction in the feedback.
6. The next rounds are conducted the same way until one of the players reaches the red space, the EnterWorld!

## Cards

Each card contains a short scenario and two or three options-reactions among which the player should choose. The cards address all competences that have been identified by the EnterSchoolMind project as associated with the entrepreneurial mindset of pupils in the school. The colour of each card corresponds to the competence it addresses. Thus:

Competences	Colour
Learning through experience & Self-awareness and self-efficacy	Blue
Planning and management & Coping with uncertainty, ambiguity and risk	Orange
Creativity	Purple
Motivation and perseverance	Red
Ethical and sustainable thinking (with the sense of community and common good)	Green
Working with others	Yellow