

"THE TREASURE OF EDUCATION" CARD GAME

Collaborative game, no one wins, the goal is to move forwards to achieve one of the educational projects. Characters of the campaign who move together towards a project (the treasure of education) and build the path, although they encounter difficulties.

It is essential to read the Campaign Bulletin: The Treasure of Senegal, as many of the questions asked come from this information.

MATERIAL:

- Solidarity campaign bulletin
- Start card. One card (with logo)
- Characters cards (6)
- Each character's skill cards (2 per character)
- Cards of educational projects (6). Only three will come out in each game.
- Path cards (good: 14, bad: 12): Collaborators, Teaching staff, Land, Students, Books, Light and water, Dining room, Hurricane, Lack of resources, Unpaved path, Child labour, Place to sleep, Illness

Primary school:

Each group is led by a character in the campaign. The leader receives a character card and two skill cards (linked to each character) that you will use, if you want, in the event that a difficulty appears on the way to education.

At the table there are three cards of educational projects that have to arrive and, at a distance of 7 cards, the start.

To one side you place the deck of corresponding question cards and the deck of path cards, well shuffled. In turn, each team has to answer a question from the deck of question cards in order to uncover a path card. If the answer is wrong, the path card is uncovered, but is eliminated (good or bad) and the turn passes to the next group without being able to put anything.

If the answer is correct, they will uncover a path card and place it, starting with the beginning card and moving towards the projects. There are two options, a good path card, in which case

they move fast, or a bad card. If it is bad card, they can use their character's skill cards to eliminate it (they can only be used once) or, if they decide so or they don't have any more skill cards, they can move on to the next turn.

The following team will decide if it spends its turn to eliminate with their skill cards the difficulty the previous team found and thus facilitate things to the rest, or choose a new question and uncover a new path card (even if it is good, the team will have to put it to a level less than the difficulty card not fixed and therefore, they will open a new path but will take longer to reach the project).

It doesn't matter what path you take, it's the turn of the next team, which continues playing the same (follow the path, eliminate difficulty card ...)

The final goal is that, among all, before the cards are finished, one of the three educational projects is reached through the path they have taken.

Note for Primary students: If it's very complicated for the little ones, they can receive help in the questions.

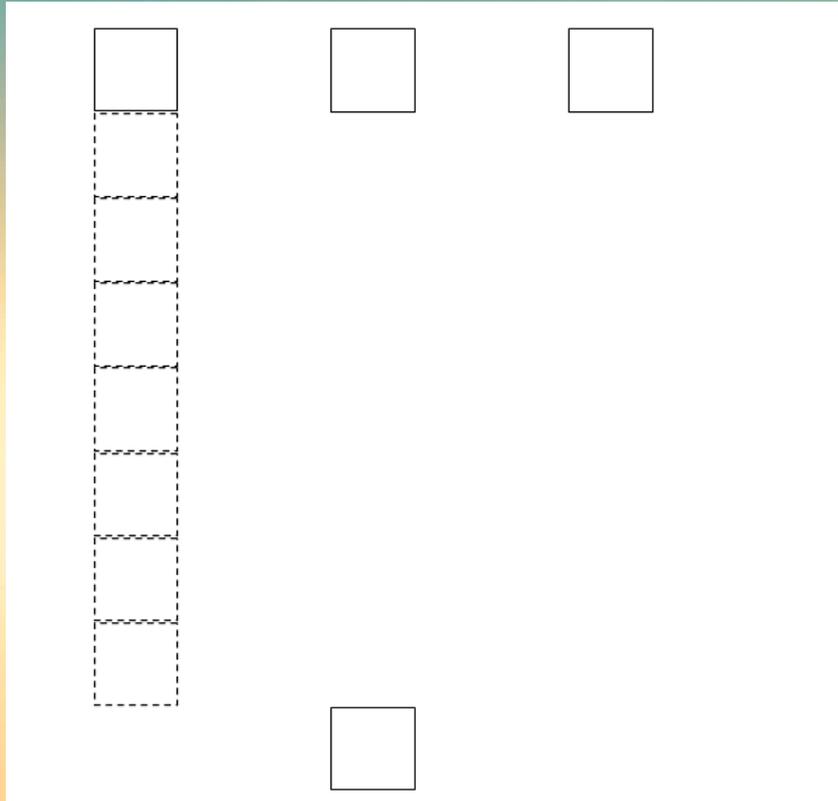
Secondary school:

It is played as in Primary school but with the following additional difficulties:

There are 6 spaces to arrive, instead of seven. To reach the projects it is necessary to have at least 6 good path cards on the table.

Bad path cards are always played, even if the question is not right. So you are forced to use the ability cards not to block the path and have enough to reach the project.

DISTRIBUTION OF CARDS ON THE TABLE



Game plan:

Question:

Good answer

Path card

Good

Move forward

Bad

Skill card

Wait the next turn

Bad answer

Path card eliminated

Next team

Eliminates difficulty

Skill card

Question

Path deviation