

Creative Game Template (step-by-step)



1. **Name of the game:** DracoBear Quest
2. **Purpose:** For 3 rounds, DracoBear proposes for two teams three different challenges to be completed in a time limit. The team who manages to win the highest number of challenges at the end wins.
3. **Learning objectives:** Learning to work in a team to solve specific challenges that require critical thinking, mental and physical agility as well as strategic planning.
4. **Rules:** Set up 2 teams. There will be 3 rounds with different challenges each in a time limit.
 - a. Challenge 1: Cross the **Dâmbovița** River! (**Attachment 1**)
All the team has to cross the river using only 2 rocks
 - b. Challenge 2: Find your **Vampire Soulmate** (**Attachment 2**)
You have to shout out loud the sound of the letter you get and find your partner. First team to have complete couples wins
 - c. Challenge 3: Go **Hunting!** (**Attachment 3**) Material: 2 pieces of paper of different colours (bride being kidnapped)
Puzzle is scattered all around the room
The two teams have to work on finding the pieces and setting them up then guessing what the picture represents
5. **Creativity:**

Competences developed:

- knowledge: about new cultures, sounds/pronunciation
- skills: teamwork, thinking out of the box, performing well under pressure, time management, orientation, listening skills and attention to detail...
- attitudes: being focused, attentive, calm, collaboration with others...

Preparation:

Attachment 1: 4 copies needed for challenge 1

Attachment 2: Print the letters in the table

Attachment 3: 2 copies needed and to be cut