



## Be the Unicorn

*Purpose: To practice strategic and creative thinking in a gaming environment.*

### Learning Objectives:

- 1) Strategic thinking
- 2) Team working
- 3) Historical, geographical knowledge
- 4) Logical thinking
- 5) Creative thinking
- 6) Empathy

### Rules

1. The game goal is to gain the biggest amount of points.
2. You will need pens and paper.
3. There are 4 teams, consisting of 5-6 players.
4. The time of the game is approximately 30 minutes.
5. All teams start from the same starting spot, called START.

6. At each round every team can score 1 point and there is extra opportunity to score 2 points in a final battle.
7. There are 4 rounds, each one consists of:
  - a. Deciding team turn
    - i. For round nr 1:
      1. The team starting is the one with the highest age in total (the second with the second age in total, and so on...)
    - ii. For round nr 2, 3, 4:
      1. The team that was starting the last round becomes the last one, the second becomes the first one starting, third becomes second and fourth becomes third.
  - b. The starting team chooses which station they want to go to, then the second team decides and so on. Be careful while choosing, because every round questions become harder, so choose wisely!
  - c. Completing the task at the station. If the team doesn't complete the task at the station, they lose the chance to score points at this station.
  - d. Teams come back to the starting point, after completing each round.
8. Final battle:
  - a. The task is the same for every team and they can score 2 extra points in it. The team that gives the right answer first, wins extra points.
9. If the 2 teams have the same amount of points in the end, they need to play "rock, paper, scissors".

**Creativity: You have to think outside the box to become the winner!**

