Jembatan: Misión iParar la guerra!



Details

Topic: Strategy and decision-making

Age: 9+

Time: 15-60 minutes

Tupe: Board Game

Context: in classroom

Cost: 26€

Language: Spanish

Players: Multiplayers (2 teams)

Developer: Ekilikua

Game strategies

Information on diversity
Interactive, culturally relevant methods
Social inclusion

Competences

Empathy
Innovative thinking
Interpersonal sensitivity
Joint decison-making
Strategy



Description

In the midst of a climate of confrontation, we will have to venture on a risky peace mission to find the lost pieces of the "Shield of Jembatan", symbol of encounter and harmony between peoples. A conflict. Two opposing sides. Three premises to win the game: Audacity. Team play: strategy and joint decision-making. Reconstruction of the demolished bridges until we find ourselves.