

The colour monster

Details

Topic: Cooperation, applying concepts,
Self-reflection and regulation

Age: 3+

Time: 20-25 minutes

Type: Board Game

Context: in classroom

Cost: 12,90 €

Language: Several languages

Players: Multiplayer

Developer: Josep M. Allué & Dani Gómez

Description

The game is about a monster who wakes up feeling confused about his feelings, but he has a friend, a little girl, who will help him figure it all out. The goal of the game is to figure out the monster's feelings so he can go to sleep feeling clear about his emotions.

Game strategies

Cooperation

Competences

Communication

Interpersonal sensitivity

Self-regulation

