

Totem - The feel good game

Details

Topic: Self-reflection

Age: 7+

Time: 15-30 minutes

Type: Card game

Cost: 23 €

Language: English and French

Players: Multiplayer

Developer: Game Flow

Game strategies

Information on diversity

Teacher education on diversity

Competences

Empathy, reflection

Intercultural understanding

Knowledge and critical understanding of the self



Description

The person who starts, the dealer, gives 7 animal cards (strengths) to each player, except for himself. From these cards, each player must choose the one that he or she thinks suits the dealer best, and then give it upside down to him or her. The dealer shuffles the cards and then looks at them. The dealer orders them according to what he or she considers that matches him or her better and then places the card in this order upside down on the table. The dealer shows the last card first, and the person who chose it explains why he or she chose that strength and also gives examples where he or she has seen the dealer showing this strength.