

EDUCATIONAL GOALS

This game develops the ability to capture elements that characterize professions and to categorize them based on these elements. It also develops memorization, listening to others and contextualized inventiveness.

It is important that the conductor, at the end of each round, involves the students in communicating between the teams of the named professions and in identifying further professions that did not emerge during the game.

MATERIALS

One MIPII dossier per student.

A sheet with table for assigning points.

A timer.

DURATION

About 5-10 minutes per round.

PROCEDURE

4 students act as referees, while the remaining students are divided into 4 teams possibly homogeneous in number (depending on the number, 3 teams with 3 referees or 5 teams with 5 referees can be organized). Each team is arranged in a circle, so that all players can see and listen to each other. The initial phase, lasting 5 minutes, consists in memorizing the professions by the participants: each student will have a MIPII dossier available and will have to try to memorize as many professions as possible and their name in their mother tongue and in another language chosen by the conductor. Each round chooses a criterion that unites different professions that players must nominate. For example, professions: where you travel; with many interpersonal relationships; also carried out at night; requiring a degree; that require technical and operational skills. At the start, the conductor communicates the criterion and starts the two-minute timer. The players of each team, one at a time and in a clockwise direction, appoint a profession in the mother tongue or in the language indicated above. During the game, the referee limits himself to transcribing the professions on a sheet, as they are told by the team members. At the end of each round, calculate the score according to the rules below, describing to the participants the reasons why they assign specific scores to each profession. If he has any doubts, usually related to the congruence of the profession with the criterion of the rounds, he shares the doubt with the conductor who discusses it with all the participants and decides which score to assign. The player who scores the highest score at the end of the game wins.

RULES

Within each round, there is no need to repeat a profession already said by another player. Each student can pass the word to the next student without proposing a profession, but this will result in the penalty of 1 point.

SCORING

Congruent profession in mother tongue +2

Congruent profession in the second language +3

Profession already mentioned by another student -2

Not congruent profession -1