



# COMPETENCE CARD GAME

Become competent in democracy! In the Competence card game, you playfully discover the competences that citizens need in a democratic and culturally diverse society: the competences for democratic culture.

# Demogames

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The game **Competence card game** is an output of the Erasmus+ project **Democracy and Games: Analog and Digital Game-Based-Learning Tools for Youth Work Demogames** (2019-2022).

**Competence card game** learning targets in a nutshell:

- ◇ Exploring the meaning of the 20 competences for democratic culture: values, attitudes, skills and knowledge and critical understanding
- ◇ Developing the ability to analyse different situations by using the competences for democratic culture and understanding how they are mobilised in various clusters to enable an effective and appropriate response to these situations

## About Demogames:

**Demogames** was a project of six partner organizations from five European countries co-financed for the period 2019-2022 by the Erasmus+ Programme of the European Union (2019-2-DE04-KA205-018330). One project output is the Democracy Game Box (D-BOX) with eight analogue and digital educational games with the purpose to foster competences for democratic culture.

**Competence card game** is one of these games.

Other project outputs are the **Demogames** facilitator's manual and learning videos, which support the use of games in democracy education in general and the use of the **Demogames** in particular.

Find out more about  
Demogames:  
[www.demogames.eu](http://www.demogames.eu)



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## Idea and objectives

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The “storyteller” tells a story describing a life situation. The “proposer” chooses competences which are needed in this situation. The chosen cards are mixed up with random competence cards from the other players and the “evaluators” try to identify which were the competence cards chosen by the “proposer”. Correctly guessed cards are awarded victory points. All players play cooperatively and win together as a team once they reached the necessary amount of victory points.

### Who can play?

- ◇ Group size: 4-7 players
- ◇ Difficulty: easy/intermediate. No special preliminary knowledge is required, participants need to be able to analyse a situation by using a set of competences, while all necessary information is provided on the cards and through a QR code.

### Timing:

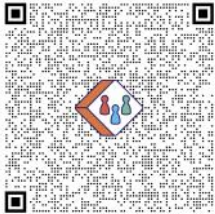
Introduction and reading/

explanation of rules: **10 min.**

Gameplay: **30 - 60 min.**

# Game material

- ◇ Decks of 20 competence cards, one deck per player
- ◇ Role cards (1x Storyteller/Evaluator, 1x Proposer, Evaluator cards for the remaining players)
- ◇ Scoring card
- ◇ Smartphone or other device to scan the QR codes

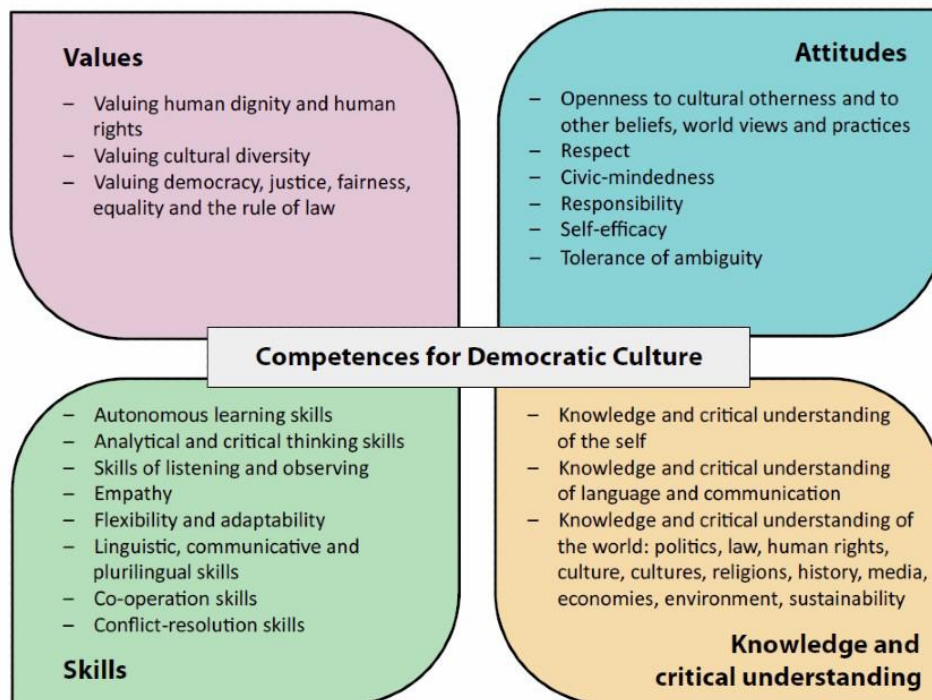


## Additional Information:

Each card includes the name and a brief description of a competence, indicating also if it is a value, attitude, skill or knowledge and critical understanding. All cards have a QR code on their back side, directing towards the description of the 20 competences for democratic culture in English.



Details about the competences are available in multiple languages at [www.coe.int/rfcdc](http://www.coe.int/rfcdc), as part of Volume 1 of the Reference Framework of Competences for Democratic Culture. The basic game set includes four decks coloured in yellow, red, blue, and green. If there are more than four players, use additional sets and customize the respective back sides so that players can distinguish their set of cards from the others.



*Reference Framework of Competences for Democratic Culture*

## Game setup

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Each of the players gets a deck, shuffles it, and places the deck face down in front of them, showing their player colour on the card back (yellow, red, blue, or green, for a game of four). Every card deck consists of 20 cards, one for each of the 20 competences for democratic culture.

Players randomly receive a role card (1x “storyteller/evaluator”, 1x “proposer”, and “evaluator” card for everyone else) and place it face up in front of them.

The scoring card is placed in the middle of the table.

Make sure that every player scans the QR-code on the backside of a card so they can read through the brief description of the competences in the Reference Framework of Competences for Democratic Culture.

**Now you are ready to start.**

## Gameplay

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The game lasts an uncertain number of game rounds until the end game conditions are met (see end of game).

### Game round

Every game round consists of four consecutive steps:

#### 1. Storytelling

The player with the role card “storyteller” describes a short real or fictional situation in which competences of democratic culture are required. The situation can refer explicitly to civic or political processes, but also to daily interactions, for example between citizens, between groups of citizens or between citizens and institutions.

#### 2. Proposal

The player with the role card “proposer” chooses cards from their card deck (without naming the competences), which in their opinion describe best what competences are needed in the storyteller’s situation. The proposer can choose up to as many cards as there are evaluators (so 1-3 in a 4-player-game, 1-4

in a 5-player-game, and so on until 1-6 in a 7-player-game). The “proposer” places these cards face down on the table.

Then, the other players (including the storyteller) shuffle their card deck and randomly give the proposer 1 card in a way that no player knows the competences on them (face down). Now there are on the table: the 1 - x cards chosen by the proposer and one card per other player. The proposer takes all these cards and shuffles them face down under the table. Then the cards are placed face up in a row on the table so that all players can read the competences.

#### 3. Evaluation

Now all players with an “evaluator” role card (including the storyteller) look at all the displayed competence cards and discuss which competences correspond best to the storyteller’s situation. Their goal is to identify as many as possible of the cards the proposer chose, while avoiding cards that the proposer did not select. The “evaluators” may choose any number of cards and mark them by sliding them out

of the card row a little. When the players agree that they finished with the evaluation, the cards are flipped to their backside: the cards in the “proposer’s” player colour are correct guesses, while the cards in other player’s colours are incorrect guesses.

**If more than one player plays the same competence the displayed cards show multiple cards with the same competence.** In that case, the whole group of cards showing the same competence is counted together either as one correct or wrong guess. If one competence card of this group shows the proposer’s colour on its back, then the group of cards is one correct guess. If no card of this group shows the proposer’s colour on its back, then the group of cards is one wrong guess.

## 4. Scoring

All correctly guessed cards are placed left next to the scoring card. Every card there is worth 1 victory point. All incorrectly guessed cards are placed right next to the scoring card and count 1 negative victory point each. Leave the cards placed on the right and left sides of the scoring card there (players do not take back their cards).

All played cards that were not chosen by the evaluators are removed from the game. If the end of the game was not triggered (see end of game), then rotate the role cards clockwise and start a new game round (again going through steps 1.-4.)

## End of the game

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### Victory Points

The team receives 1 victory point for every card on the “victory point” side and -1 victory point for every card on the “game end” side. The difference is the team’s score.

### End of the game

If during the step “scoring” a certain number of cards is reached on the right side next to the scoring card, the game ends after the current game round. Alternatively, the game ends after the game round after which the first player runs out of cards.

We recommend the following end of game condition: The game ends when 10 cards lie on the right side next to the scoring card (10 wrongly guessed cards).



# Gamedetails and Acknowledgement

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This game is an output of the Erasmus+ project Democracy and Games: Analog and Digital Game-Based-Learning Tools for Youth Work **Demogames** (2019-2022) . It has been designed and developed with contributions from experts and practitioners under the lead of the core team. **Demogames** visual design concept and support: Francis Stieglitz



## Core team Competence card game :

Calin Rus (game concept)  
Ramon Martinez,  
Timea Serb (content design and game development)  
Robert Lovell (game design)

## Acknowledgements:

Council of Europe (2018) The Reference Framework of Competences for Democratic Culture.  
[www.coe.int/rfcdc](http://www.coe.int/rfcdc)

**You are welcome to use, distribute, and further develop our game!**

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Thanks for playing!