THE COMPETENCE GAME

Version 1 (3-6 players)

Content
80 Competence cards
100 Job cards
20 empty Job cards. Here you can fill in job titles of your own choice
25 wooden discs (points)

Instructions

This came is about prior learning. Prior learning is a term that covers all your knowledge, your skills and competences no matter where and how you have acquired it. It is competences you do not (necessarily) have papers/ certificates on. It is competences you have gained while organizing a camp for scouts, while making food for homeless people, or while participating in a non-formal adult education course/on a folk high school.

In the Competence Game the players have to use these competences. The task is to be hired to a job. One of the players is The Boss, who decides whom he/she wants to hire. The rest of the players choose the competences, they consider best suited to the job. The game is not about the players' own competences, but about matching the right competence cards in hand among the players to the right job.

Preparation

- Shuffle the job cards and place them in the middle of the table
- Shuffle the competence cards in the same colors and place them in 8 stacks divided by color on the table
- Each player picks a competence card from each stack (8 cards in all)
- In every turn one of you is The Boss. The player who is best at being on time is The Boss in the first turn.

How to play the game

- **The Boss takes the first three job cards** from the stack and looks at them. He/she chooses one, reads the job title out loud and places it on the table
- After this The Boss explains **in his/her own words**, which competences/skills he/she thinks are the most important to match the job
- The other players look at their competence cards, **choosing two cards** which they think are the most suitable to the job and puts them on the table with the back page facing up
- When all players have picked two cards, The Boss shuffles the cards without looking at them
- Then The Boss flips and reveals all the competence cards and reads them out loud. *You can decide to give the rest of the players permission to help The Boss choosing the most important competence card*
- **The Boss nominates three competence cards**, which he/she thinks are the most suitable for the job. While doing this, The Boss thinks out loud, so the rest of the players can hear his/hers considerations

- After this The Boss chooses **one** of the three competence cards, he/she thinks is the most important in relation to the job
- **The player who has put this card on the table gets the job!** Congratulations. This player is now The Boss in the next turn. The winner and the rest of the nominees reveal themselves.

  - **The winner gets two points. One for the nomination and one for getting the job.**
  - **The rest of the nominees get one point per nominated card.**

- The competence cards used in this turn are placed in the bottom of each stack divided by color
- All players pick the cards they need for the next turn. Everyone should have one card in each color.

How to win the game

- The game ends when a player has 3 Job cards
- The player having the most points at this point wins the game. Notice that the player ending the game, not necessarily is the one winning the game.

Version 2 (3-6 players)

<u>Content</u>
80 Competence cards
100 Job cards
20 empty Job cards. Here you can fill in job titles of your own choice.
25 wooden discs (points)

Instructions

This came is about prior learning. Prior learning is a term that covers all your knowledge, your skills and competences no matter where and how you have acquired it. It is competences you do not (necessarily) have papers/certificates on. It is competences you have acquired while organizing a camp for scouts, while making food for homeless people, or while participating in a non-formal adult education course/on a folk high school.

In the Competence Game the players have to use these competences. The task is to be hired to a job. One of the players is The Boss, who decides whom he/she wants to hire. The rest of the players choose the competences, they consider best suited to the job. The game is not about the players' own competences, but about matching the right competence cards in hand among the players to the right job.

Preparation

- Shuffle the job cards and place them in the middle of the table
- Shuffle the competence cards in the same colors and place them in 8 stacks divided by color on the table
- Each player picks a competence card from each stack (8 cards in all)
- In every turn one of you is The Boss. The player who talks the most is The Boss in the first turn.

How to play the game

- **The Boss takes the first three job cards** from the stack and looks at them. He/she chooses one, reads the job title out loud and places it on the table
- After this the Boss explains **in his/her own words**, which competences/skills he/she thinks are the most important to match the job
- The other players look at their competence cards. They choose the competence card **- just one -** they think match the job card the best, and puts the card on the table with the back of the card facing up
- When all players have placed a competence card on the table, all cards are flipped, read aloud and given an explanation. The player sitting on the left side of The Boss begins. Continue clockwise until all players have read their competence card out loud and explained their choice of card
- After having heard all the explanations The Boss has to choose the competence card he/she thinks matches the job card the best. *You can decide to give the rest of the players permission to help The Boss choosing the most important competence card*

- The player, who has put this card on the table, gets the job. Congratulations! The player gets the job card as a point and is The Boss in the next turn
- The competence cards used in this turn are placed in the bottom of each stack divided by color
- All players pick the cards they need for the next turn. Everyone should have one card in each color.

How to win the game

- *The player, who gets 3 job cards first, wins the game.*

Variation

How do I achieve this competence? (Can be used in both versions)

- After The Boss has chosen a competence card and points are given, all players (including The Boss, but not the player who got the job) can give an explanation of how to achieve the competence in question.
- The player, who got the job, has to choose the explanation he/she thinks is the best. The player who gave the explanation gets a point.