

iTec Families – Scaffolding family’s digital safety and awareness

Game instructions (for the moderator)

Name of the game _____

After playing the game, I would like to hear your suggestions on a name for this board game.

Do you accept the challenge? 😊

Research material:

Audio recorder

Video recorder

Photograph Machine

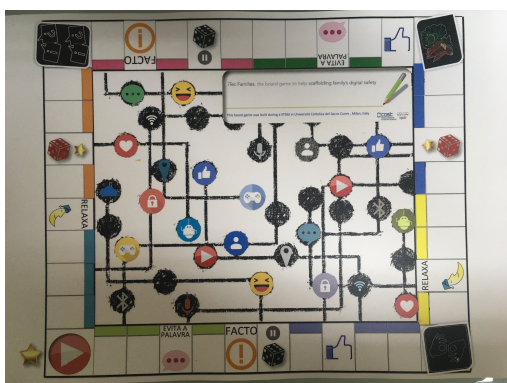
About the game

This board game is designed for families and schools. Children aged +5 can play the game in domestic context, with parents and siblings or any other family members; in school with teachers and peers.

This game is a funny opportunity for different generations to get together and learn from each other about digital awareness, safety and a balanced life, either on or offline.

This is a research-based game that brings to the table key debates around digital parenting and children’s changing digital landscapes. The game dynamics follow other well-known board games, such as monopoly and party & co.

This game also works as a research tool to introduce some topics for discussion and collection of data in a more playful and intergenerational manner while, at the same time, contributing to family’s digital literacy.



General information

Age: +5 years old

Number of players: from 2 to 6 players/teams

Length of the game: around 35 to 45 minutes

Material of the game

1 dice

1 board

6 coloured tokens

1 hourglass

Pencils

Paper



Cards

27 avoid the word cards [hourglass] - (balloon) > the player gets a card with a word to explain. However, he/she cannot use similar or same-family words to explain the guessing word.

20 interesting facts cards - (! Exclamation mark) > the player gets to know more about an healthy fact.

15 let's match cards [pencil, paper, hourglass] – (light green squares) > two team members have to match answers on a given subject (e.g. the same animation movie; video-game; brands...). This is about how well you know each other.

10 let's mimic cards [hourglass] – (lilac squares) > the player takes a card from the pile and has to mime (see symbol) what is on the card for the other member of the team/another player to guess.

15 what would you do? cards – (yellow squares) > the player takes a card from the pile and has to answer a question

10 strike a pose cards – (blue squares) > the player takes a card from the pile and has to strike the pose on the card

10 draw to guess cards [hourglass] – (dark green squares) > the player takes a card from the pile and has draw what is on the card for the other member of the team/another player to guess.

15 What do you know about...? cards – (pink squares) > the player takes a card from the pile and has to answer a question

10 Can you imitate the sound? cards [hourglass] – (orange squares) > the player takes a card from the pile and has sound imitate (see symbol) what is on the card for the other member of the team/another player to guess.

15 True or false cards – (turquoise squares) > the player takes a card from the pile and has to answer a question

Empty cards to use for the Thumps up (give an example of a positive thing of internet/opportunities) and thumbs down exercise (give an example of a negative thing of internet/weakness)

Empty cards for suggestions to improve the game

Examples:

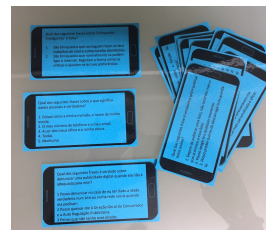
Mimic cards



Avoid the word cards



Question cards



Aim of the game

The first aim of the game is for you to have fun with your family, friends and teachers and secondly, to be the first to reach the FINISH square.


Players

There can be 2 to 6 players/teams aged +5. An adult (in this case, the researcher) will act as moderator. Players can be individual or teams (e.g. mom and son/daughter and dad and son/daughter; mom and dad and siblings; mom, grandma and son/daughter; dad, uncle, son/daughter, etc.). The family will decide and agree on these choices.

Getting started

Place the board on the table.

Lay down the game cards around the board. The cards have different colours to match the colours of the board (yellow, blue, pink, green, lilac, light green, orange, turquoise).

Each player/team takes a coloured token and places it on the PLAY  square on the board, orientating the course of the game.

Playing the game

Players play in turn (except when another game rule applies, e.g. pause dice, lucky star dice). The youngest player starts the game by rolling the dice and moves his/her token along the squares given by the number on the dice. The player then gives the dice to the next player who will play proceeding in the same way.

OR

Each player in turn throws the dice. The player with the highest total starts the play. Each player throws the dice and moves his/her token clockwise around the board the number of spaces indicated by the dice. After having completed his/her play, the next player gets its turn to play.

(The family will decide and agree on this)

When needed, the moderator will set the hourglass.

When a player or team gets the answer wrong or fails to accomplish the task, the player/team will get enough chances to get it right.

When the player arrives to...

The **Lucky star dice square**, the player gets a second turn to throw the dice.

The **Pause dice square**, the player misses next throwing of the dice (everyone else gets to throw the dice on its turn).

The **Relax square**, the player just has to relax and wait for its turn to throw the dice again (he/she does not have a task or question to answer).

The **Thumbs up** square, the player has to decide on an example of a positive thing of internet/opportunities

The **Thumbs down** square, the player has to decide on an example of a negative thing of internet/weakness

Idade 7-11

1. What do you like to use technology for?
2. What things make you happy when you use technology?
3. What things make you unhappy/angry/sad when you use technology?
4. How long do you think you spend using technology each day/ week? How long do you think you should spend using technology each day/ week?

5. What happens when you've been using technology for too long? to your body? to your mood? to your device?

Idade 11-14


1. What happens when you've been using technology for too long? (To your body? To your mood? To your device?)
2. How does technology benefit you on a daily basis?
3. Do you think technology ever has a negative impact on us?
4. What could you do if you thought someone else was being negatively influenced by online content and/or contacts?
5. Who could you talk to if you thought someone was being influenced online in this way?

Idade 14-18

1. What sort of content/behaviour/activities online affect our wellbeing...positively? negatively?
2. How do you decide if a site/service is having a positive or negative impact on you?
3. Do you think in general we have more positive or negative experiences online?
4. How would you support someone you thought was struggling with their wellbeing online?
5. Who could you talk to if you thought someone was struggling with their wellbeing online?

The moderator always reads out the question/task card for the player(s) to answer.

Ending the game

The game ends when the first player/team reaches the FINISH square (star). 

Finally

Have you got a great suggestion to name this board game? Would you like to give your suggestion?

We also would like to get you feedback on this experience with words and letting you express by emotions!