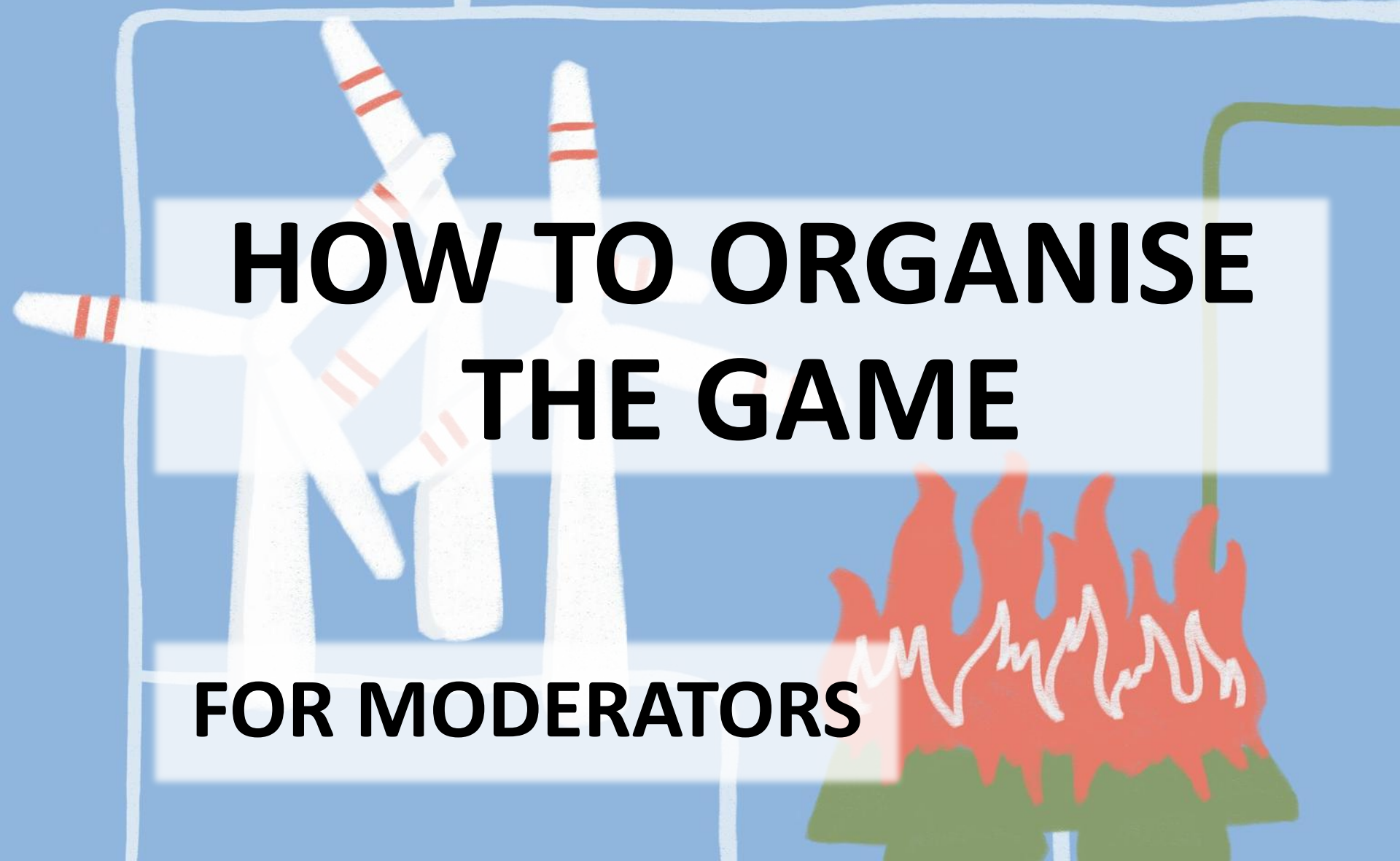




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HOW TO ORGANISE THE GAME

FOR MODERATORS





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The Manual was prepared under Erasmus Plus project titled:
*Believe in Climate Change - development of the
analytical competences and critical thinking of
youth.*

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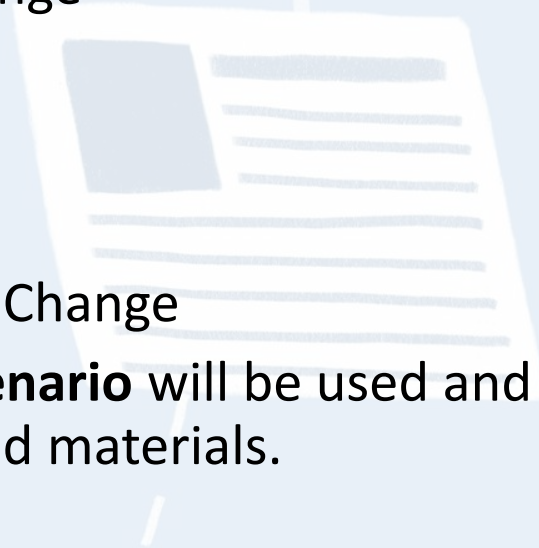
INTRODUCTION

- CC Believe is **Board Game** to learn about **Climate Change**.
- It focuses on **Climate Change** and allows youth to use **data analyses and critical thinking** during competing on the Boards.
- Game requires using **smartphones** with installed dedicated **AR Application**.
- Every **competition is moderated** by a Teacher or Moderator and requires a **few teams of youth** (recommended 4-5 teams, 3 people in each team).
- Minimum number of participants is 9 (3 teams x 3 players).
- Upper limit of participants depends on the available space and Moderator's potential.
- Teams are competing against each other for the final scoring.

INTRODUCTION



- CC Believe is **one Board Game** with **5 different topics** related to **Climate Change**, that may suffer from fake news, manipulation and dissemination of fake information about them in the public space.
- **Each topic** is operating as **separate Game Scenario**:
 - Human responsibility in Climate Change
 - Forest Fires
 - Electric Vehicles
 - Biodiversity and Climate Change
 - Technology and Society and Climate Change
- The **Moderator defines** which **Game Scenario** will be used and prepares the competition using dedicated materials.

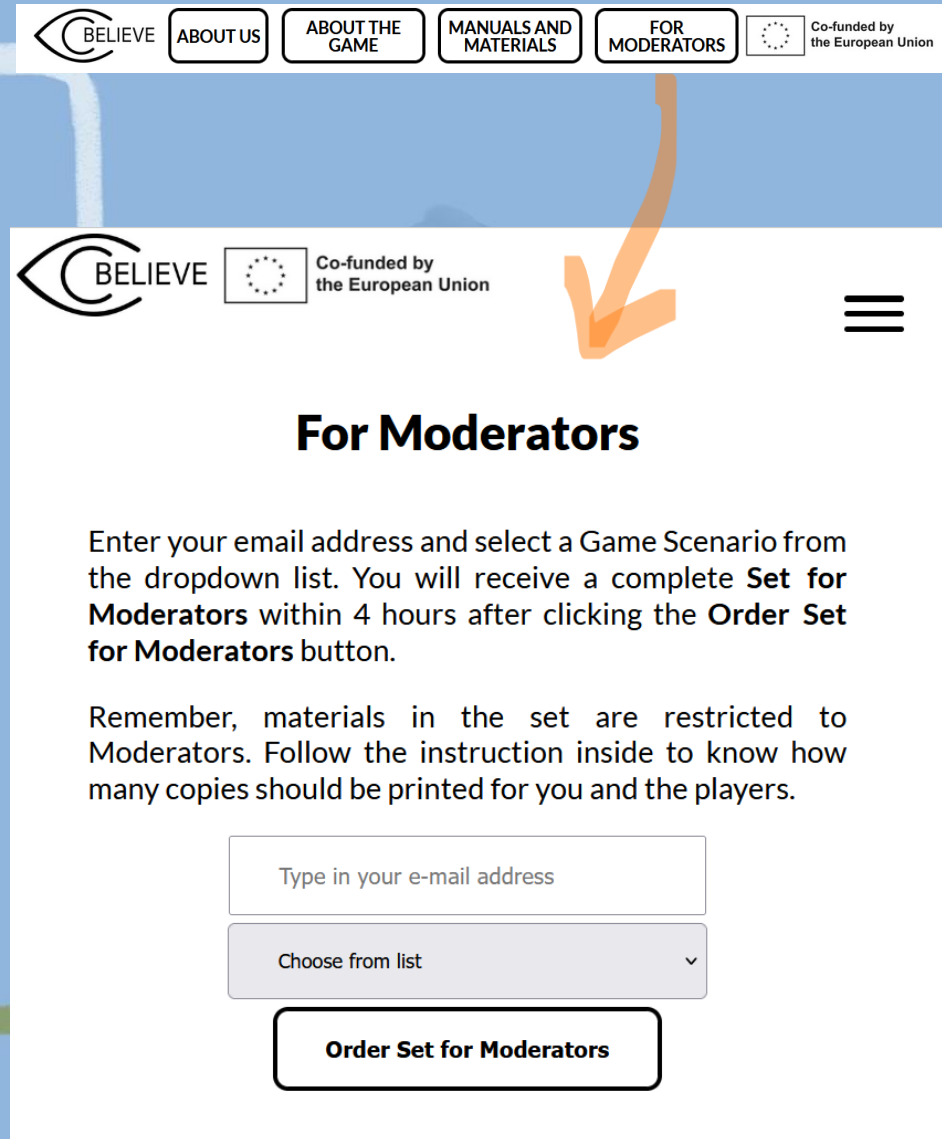


BEFORE THE COMPETITION



SET FOR MODERATORS

- Moderator is required to define the topic of the Game using defined 5 topics.
- Once the topic is chosen, Moderator should order “Set for Moderators” in order to organise the Game, by using dedicated form on the Game’s Webpage.
- **Set** of materials **will be sent** to the Moderator on email mentioned on Request Form, **within 4 hours** of clicking the Order Set for Moderators' button.



The screenshot shows the top navigation bar of the BELIEVE website with buttons for 'ABOUT US', 'ABOUT THE GAME', 'MANUALS AND MATERIALS', and 'FOR MODERATORS'. The 'FOR MODERATORS' button is highlighted with an orange arrow pointing to the main content area. The main content area has a header with the BELIEVE logo, the European Union flag, and the text 'Co-funded by the European Union'. Below the header is a section titled 'For Moderators' with instructions to enter an email address and select a Game Scenario from a dropdown list. At the bottom of the section is a button labeled 'Order Set for Moderators'.

BELIEVE ABOUT US ABOUT THE GAME MANUALS AND MATERIALS **FOR MODERATORS** Co-funded by the European Union

For Moderators

Enter your email address and select a Game Scenario from the dropdown list. You will receive a complete **Set for Moderators** within 4 hours after clicking the **Order Set for Moderators** button.

Remember, materials in the set are restricted to Moderators. Follow the instruction inside to know how many copies should be printed for you and the players.

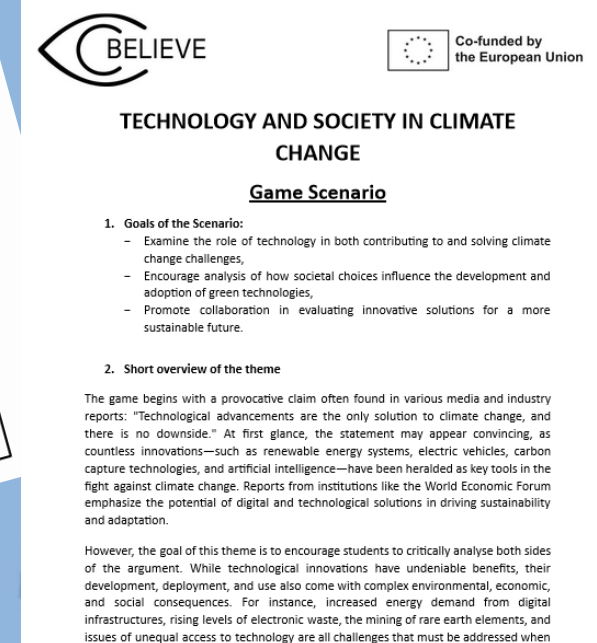
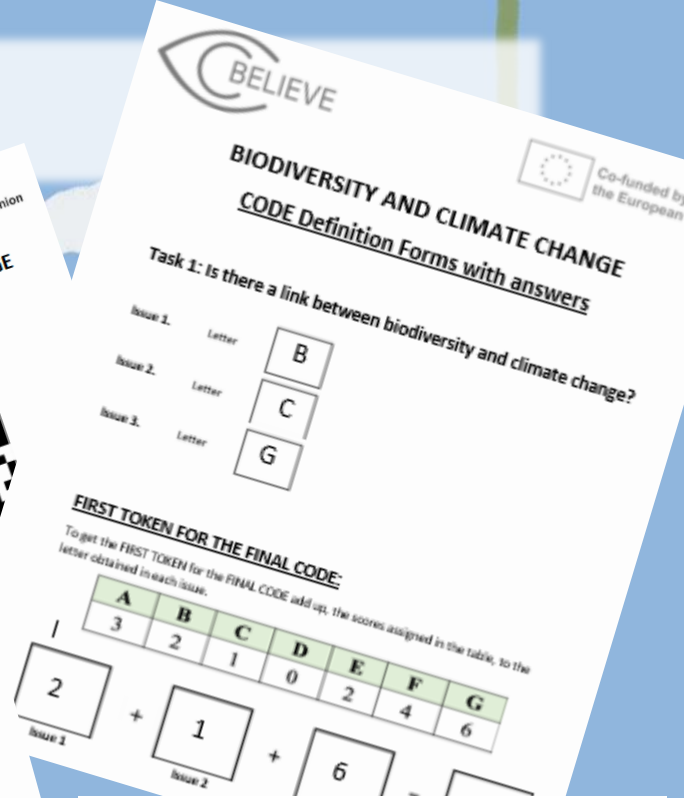
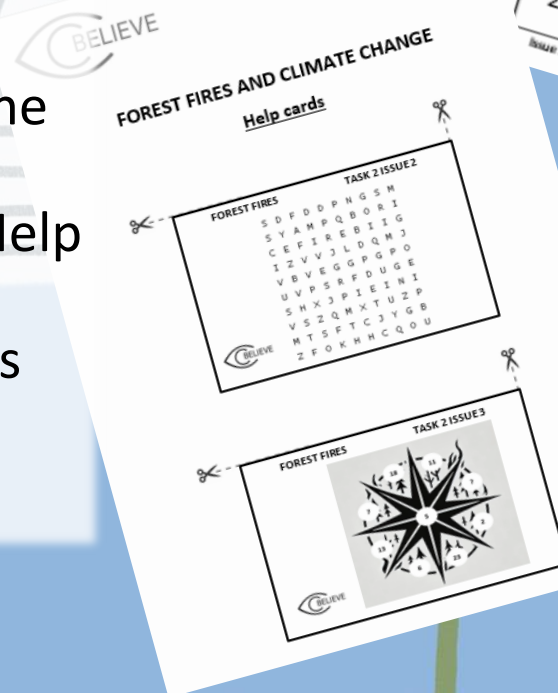
Type in your e-mail address

Choose from list

Order Set for Moderators

SET FOR MODERATORS

- **Set for Moderators** consists of following materials:
- Game Scenario,
- Help Cards,
- Game QR Code,
- Code Definition Form with answers.
- All materials received by the Form are **restricted for Moderator's use**, accept Help Cards and Game QR Code, that can be used by players when ordered.



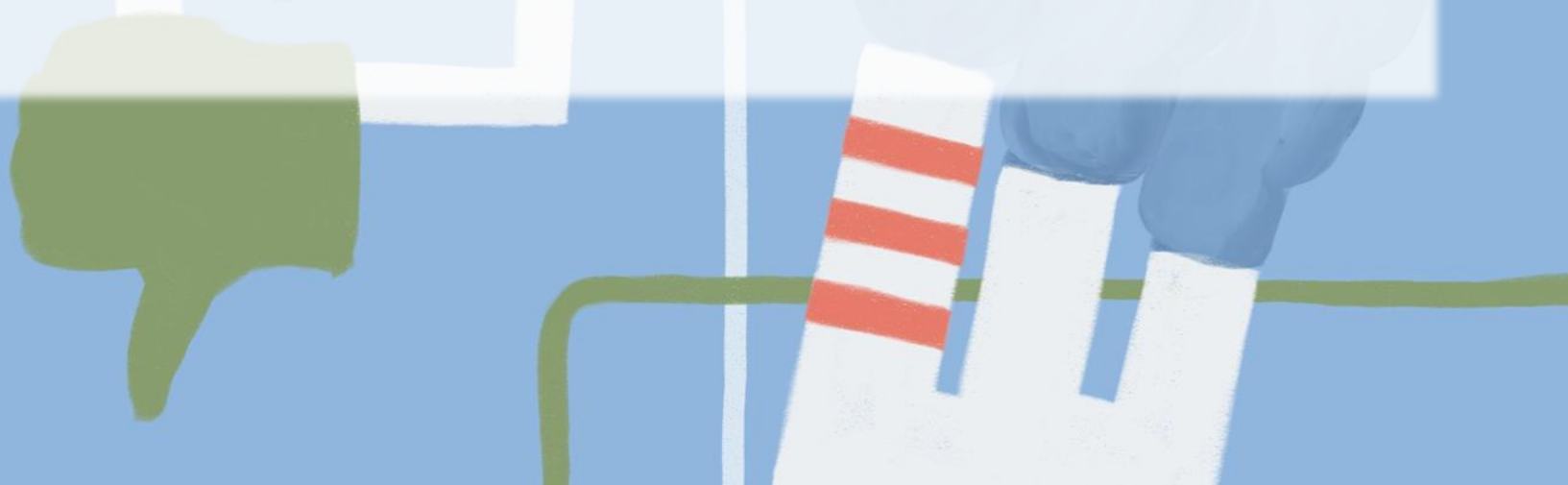
FULL SET

- The **full set** of materials, necessary to organise the competition, covers **Set for Moderators** and following **materials** available also on the **Game`s Webpage**:
 - Game Board,
 - Code Definition Forms,
 - Credits,
- All materials must be printed in numbers securing each playing team with 1 copy.
- Some materials require cutting out before use!



WHEN YOU ARE IN THE CLASSROOM

- **Organise tables and chairs** for each team, **separate teams** from each other – they shouldn't monitor each other's Board.
- **Divide the group** of youth into small teams (recommended 3 person in each one).
- Provide all teams with printed materials:
 - Board Game (1 piece)
 - Code Definition Form (1 piece)
 - Credits (1 piece)
- Instruct the players to **download CC Believe application** from Google Play or AppStore and **check installation process**.
- **Explain the Game Rules** to the teams. You can use the prepared **presentation** available on web page.
- Organise Test of AR Tools and Game Rules by using one of Game scenario.

A stylized illustration on a blue background. A hand with blue skin is holding a white pencil with red and white striped eraser. A green speech bubble is positioned to the left of the hand. The text 'DURING THE COMPETITION' is centered in the upper half of the image.

DURING THE COMPETITION

MODERATORS` ROLE

Moderator`s role in the Game is very important - is responsible for high quality of Game`s gameplay in educational and technical context.

In educational context:

1. Introduce the scenario related with Climate Change.
2. Ensure that the players understand the objective of the Game.

In technical context:

1. Manage the competition
2. Deliver game elements
3. Support the playing process
4. Evaluate the game
5. Deliver Help Cards when teams ask for help.
6. Check final scoring

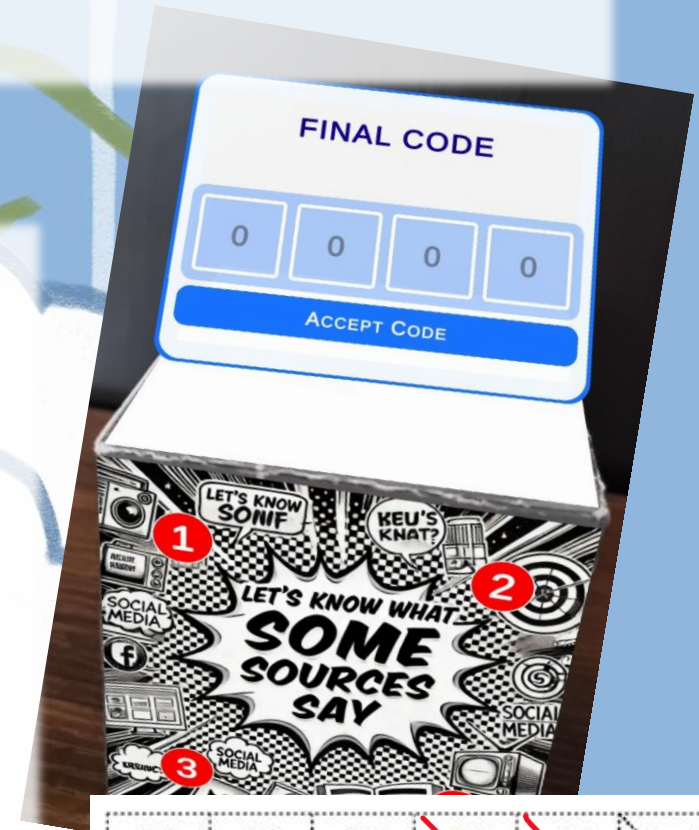


AFTER THE COMPETITION



SCORING

- Moderator **assesses** the competition by using standardised **scoring algorithm**.
- For final scoring Moderator uses following elements:
 - **Positive answer** of final question (obligatory to be scored).
 - Amount of **Credits left** on block.
 - Number of **lives**.



2	2	2	~~2~~	~~2~~	X
1	20 credits				1
1					1
1	1	1	~~1~~	~~1~~	1

SCORING RULES

- Each team starts with **20 credits**.
- If they ask for Help Cards or another kind of help* they lose **1 credit** (-1).
- Each incorrect TOKEN while every check the FINAL CODE they lose 2 credit (-2).
- Once the team gets the correct FINAL CODE and answer correctly to the FINAL QUESTION, they get the credits they have.
- The winner is the team with **more credits left**.
- In case that there are different teams with the same amount of credits, the team that **finishes first wins**.
- If they get the correct FINAL CODE BUT they answer incorrectly to the FINAL QUESTION, **they lose**.

* Moderator can give some other kind of help (e.g. If they have and incorrect TOKEN in the FINAL CODE, he or she can tell the team how many issues have they made wrongly - 1 credit- or which issues have they fail.- 1 credit).

RECOMMENDATIONS

A stylized illustration on a blue background. In the center, a hand with blue skin and white gloves with red stripes is holding a white pen and writing on a white notepad. To the left of the notepad, there is a green speech bubble with the word 'wow' written inside. The entire scene is framed by a white outline of a notepad and a green line representing a desk or surface.

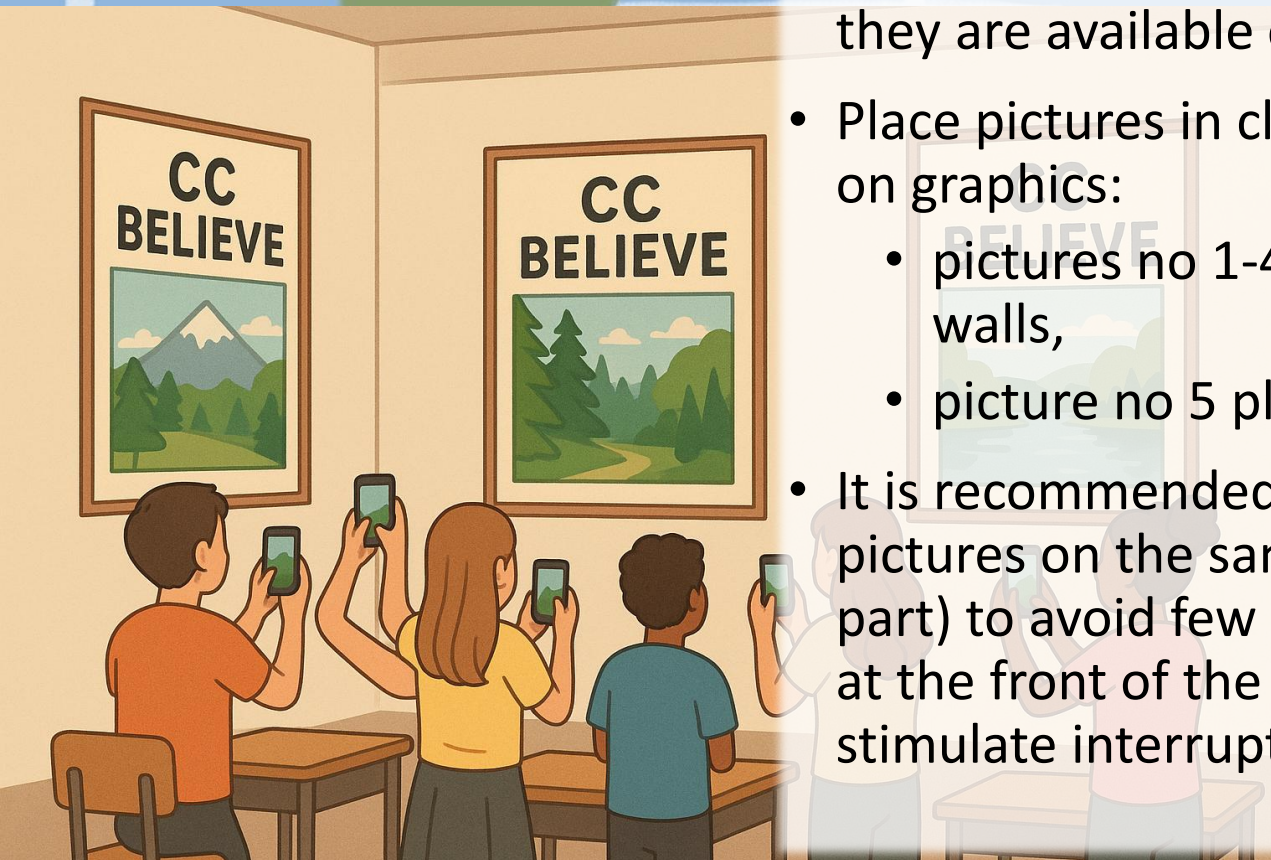
RECOMMENDATIONS

- Taking into account that CC Believe is educational game, it is recommended to allocate about min 90 minutes (recommended 120 minutes) for lecture and divide time into 3 modules:
- Introduction, Game rules, installation and test of App,
- Gaming process (min. 60 minutes).
- Sum-up, scoring and revision of the competition.
- It is recommended for Moderator:
 - to get know with Game Scenarios before organising the Game.
 - to avoid informing Players about the Game more than 4 hours before start – it reduce the risk to obtain sensitive data by Players (Request tool for moderators define 4 hours delay in obtaining Moderator Set after sending request)

RECOMMENDATIONS

In case of organizing **Game Board** using **classroom walls**:

- Print pictures of each wall of the Cube – they are available on Game's web page.
- Place pictures in classroom using the order on graphics:
 - pictures no 1-4 place on classroom's walls,
 - picture no 5 place on table.
- It is recommended to place few similar pictures on the same wall (in its different part) to avoid few teams working together at the front of the same picture – what can stimulate interruption between teams.





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Good Luck

