Game no. 1

Reaching the STARS

COMPETENCES AND SKILLS FOR FUTURE EMPLOYMENT

HOW TO PLAY?

GAME FORMAT: individual or group (it is recommended to bring additional card sets for bigger groups)
NUMBER OF PARTICIPANTS: min. 1, max. 5
TIME: 15 - 30 minutes
NUMBER OF CARDS TO BE USED: All
OBJECTIVE(S):
- To choose preferable future employment sectors.
- To identify missing competences.
- To find possible ways to acquire lacking competences.

MATERIALS NEEDED: appendix 1, sheets of paper, pens.

DESCRIPTION

How to find out what competences and skills are needed in a given employment sectors? What skills do you still need to develop?

The participant selects up to 8 cards with the preferred employment sectors from the card set.
The chosen sectors are supposed to be the ones:
- that seem the most interesting to the learner in terms of possible future employment / career;
- that show the direction in which the learner should continue his / her education.

Then, the participant narrows down the initial choice of the employment sectors by marking them on appendix 1 or writing down on a sheet of paper the ones he / she prefers most – it is recommended that the learner chooses 4 - 6 out of the sectors from appendix 1 (sectors listed on the cards selected before).

In the next step, the participant writes down on a sheet of paper the required competences and skills from the cards with the preferred employment sectors.

On the same sheet of paper – next to each competence / skill, the participant marks whether he / she believes that he / she can already demonstrate a given competence / skill or not.

The participant discusses with the advisor (and with other learners in the group, if applicable) how to acquire the missing competences or skills.



Reaching
the STARS

Game no. 2

Reaching the STARS

POSSESSED COMPETENCES AND SKILLS

HOW TO PLAY?

GAME FORMAT: individual or group (it is recommended to bring additional card sets for bigger groups)
NUMBER OF PARTICIPANTS: min. 1, max. 5
TIME: 10 - 20 minutes
NUMBER OF CARDS TO BE USED: All
OBJECTIVE(S):
- To choose preferable future employment sectors.
- To identify the participant's competences and skills.

MATERIALS NEEDED: appendix 1, sheets of paper, pens.

DESCRIPTION

How to find out what career path you are supposed to choose on the basis of the already acquired competences and skills?

In the first step, each participant chooses from the set up to 6 cards with the names of the competences / skills that he / she believes that he / she can already demonstrate.

In the second step, the participant mark on appendix 1 or writes down on a sheet of paper the employment sectors from the chosen cards (e.g. sector "x" repeats 2 times, sector "y" repeats 3 times).

This will show the participants which employment sectors from appendix 1 occur most often on their piece of paper / in their cards. Those are the ones that should be considered as the most relevant / recommended for the participant.

The participant discusses with the advisor (and with other learners in the group, if applicable) the most recommended for them employment sectors and if he / she agree that chosen sectors are really relevant for them.



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the STARS

Game no. 3

Reaching the STARS

LACKING COMPETENCES AND SKILLS

HOW TO PLAY?

GAME FORMAT: individual or group (it is recommended to bring additional card sets for bigger groups)
NUMBER OF PARTICIPANTS: min. 1, max. 5
TIME: 15 - 30 minutes
NUMBER OF CARDS TO BE USED: All
OBJECTIVE(S):
- To identify the skills and competences the participant lack.

MATERIALS NEEDED: sheets of paper, pens / markers.

DESCRIPTION

How to find out what to do to acquire the missing skills and competences?

In the first step, each participant chooses from the set up to 9 cards with the names of the competences / skills that he / she believes they lack.

In the second step, the participant writes down the missing competences / skills on a sheet of paper.

In the third step, the participant counts the cards which are the same in colour (there are 8 colours, each colour corresponds to one of the 8 key competences), thanks to which he / she can identify the key competence they lack the most.

The participants discuss in groups and / or with advisor which educational path to choose in order to acquire the missing key or detailed competences / skills from the chosen cards.



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the STARS

Game no. 4

Reaching the STARS

BEST OCCUPATION

HOW TO PLAY?

GAME FORMAT: individual or group (it is recommended to bring additional card sets for bigger groups)
NUMBER OF PARTICIPANTS: min. 1, max. 5
TIME: 15 - 30 minutes
NUMBER OF CARDS TO BE USED: All
OBJECTIVE(S):
- To choose occupation that best fits the participant's competences and skills.

MATERIALS NEEDED: appendix 2, sheets of paper, pen/marker.

DESCRIPTION

How to match the skills you have to your future occupation?

In the first step, the participant chooses 5 - 8 cards from the set with the competences that he / she thinks they already have.

In the second step, the participant writes down on a sheet of paper 3 - 4 professional activities / professional tasks for each of the selected competences / skills. They are supposed to be the tasks / activities for which the given competence is helpful or necessary.

In the next step, the participant uses an appendix no. 2 (sheet with the names of exemplary occupations and activities), and tries to find on the appendix no. 2 the professional activities that he / she has previously written down.

Thanks to that, the participant can identify an occupation that corresponds to the competences and skills he / she demonstrates (the occupation most relevant to the cards he / she has chosen).



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the STARS

Game no. 5

Reaching the STARS

WHICH COMPETENCES WOULD I LIKE TO DEVELOP?

HOW TO PLAY?

GAME FORMAT: individual game (it is recommended to bring additional card sets for bigger groups)
NUMBER OF PARTICIPANTS: 1 participant
TIME: 10 - 20 minutes
NUMBER OF CARDS TO BE USED: All
OBJECTIVE(S):
- To get the learner to reflect on which competences they are most motivated to develop.

MATERIALS NEEDED: no additional materials needed

DESCRIPTION

How to identify the skills you would like to develop?

All cards (or some of them, if the counsellor so chooses) are laid out on the table, and the learner is asked to consider which of the competences they would be most interested to develop further, or which ones they would be most motivated to develop. The learner is asked to make a pile of those cards.

Afterwards, the counsellor and the learner can discuss the student's ideas for the future, for instance regarding his / her study path, by going through the chosen competences:
- What kind of studies would correspond to the competences the learner would most like to develop?
- How could the learner go about developing those competences?


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the STARS

Game no. 6

Reaching the STARS

REACH THE FUTURE DIGITAL SKILLS

HOW TO PLAY?

GAME FORMAT: individual or group (it is recommended to bring additional card sets for bigger groups)
NUMBER OF PARTICIPANTS: min. 1, max. 6
TIME: 45 minutes
NUMBER OF CARDS TO BE USED: 6 cards (Digital competence)
OBJECTIVE(S):
- To identify your own digital competences

MATERIALS NEEDED: sheets of paper

DESCRIPTION

How to identify your digital literacy?

Each participant chooses one card and writes the competences from the card on a piece of paper:

The participant divides the sheet into two parts - draws a table with two columns. In the left column, writes whether he / she recognises this competence in himself / herself and whether he / she is doing a specific job where this competence is at the forefront. If the learner does not recognise this competence in him / herself, he / she writes down how he / she can increase the competence.

These sheets are circulated among all participants, and all participants write down their identification of the competences. At the end, on each sheet we have 6 identified competences / skills that learners need to raise.

The game ends with an evaluation where learners discuss whether they have certain competences, where they use them, how much they influence the quality of their work, how much they influence their employment, how much certain competences influence their competitiveness, etc.

On the other hand, learners identify where digital competences are lacking, what they need to do to improve these competences, and how he / she can increase the competence.



Reaching
the STARS

Game no. 7

Reaching the STARS

FIND OUT YOUR BUSINESS INTERESTS

HOW TO PLAY?

GAME FORMAT: group (it is recommended to bring additional card sets for bigger groups)
NUMBER OF PARTICIPANTS: min. 3, max. 30 (in groups)
TIME: 20 - 60 minutes
NUMBER OF CARDS TO BE USED: All
OBJECTIVE(S):

- To discover your work interests starting from your core competencies and learn to discuss and share your opinion with a group.

MATERIALS NEEDED: pen, blank sheet of paper, appendix 2.

DESCRIPTION

How to understand what your ideal job starting from your key skills? What are the skills in which you recognize yourself?

The main group is divided into small groups of up to 5 people each (the ideal would be to form small groups of up to three people). Each group is given a complete set of cards.

In the first step, each group chooses, among the skills / competences displayed on the cards, those for which they feel a greater affinity, and writes them down on a sheet of paper.

The participants freely choose the cards, and if they have difficulty understanding which competence to choose, they can talk about it with the group or ask an adviser for an advice.

After 10 - 20 minutes, each group will share with other learners and with their advisor the selected skills listed on a sheet, also showing the selected cards.

Together with an adviser, learners will consult appendix 2 and compare which jobs the chosen skills correspond to.

The last stage is for the participants to reflect on the results.



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