

Integration Poker

Will you integrate successfully ?



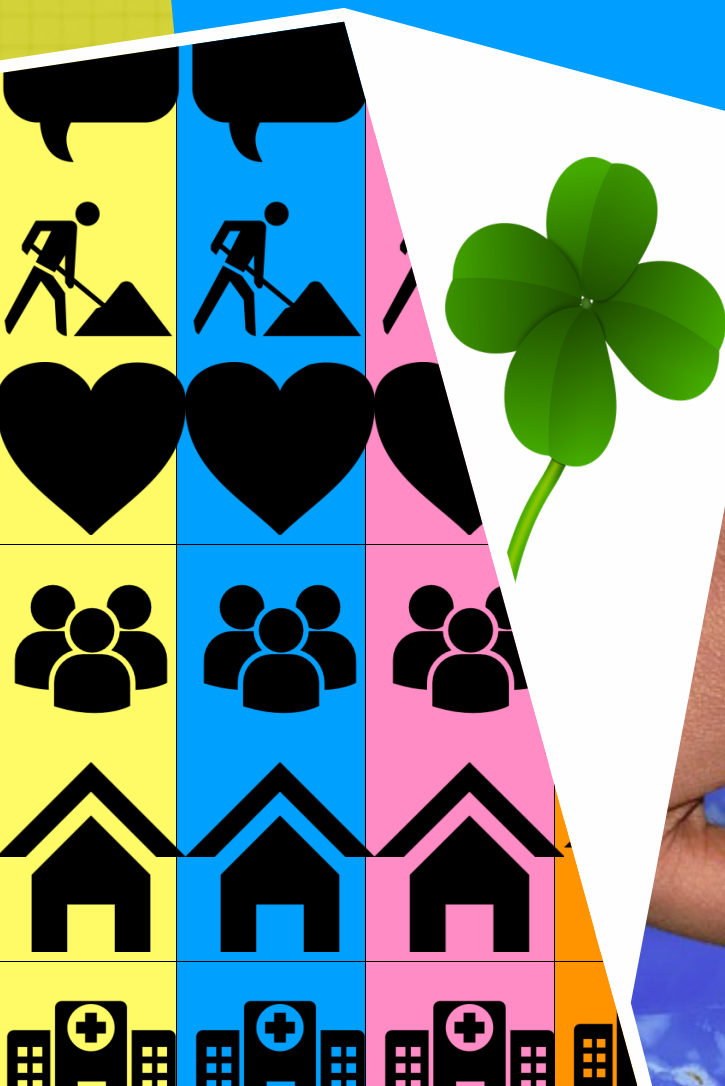
2 - 6



8+



10 - 15 min



Game created by students of
Lycée Classique d'Echternach (Luxembourg),
Gymnasium Carolinum de Neustrelitz (Allemagne),
Collège Notre-Dame de Bonne-Espérance d'Estinnes (Belgique).

ERAMUS +



Integration Poker

War and violence dominate in your home country. You decide to leave your country and flee somewhere else because life is hopeless there. Having arrived in your new homeland there are still many problems. You do not know anybody. You do not speak the language. You do not have an own accommodation or profession and you are quite in poor health because of the long journey. Therefore you try preferably to improve the values in your life. The one who succeeds best is considered as successfully integrated.



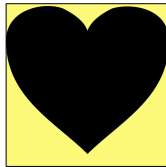


Game contents

- 1 GAME BOARD (ANNEX 1)

- 5 DICES (ANNEX 2)

- 30 GAME CHIPS - 6 DIFFERENT SYMBOLS (ANNEX 3)





Game goal

Try to get as many similar symbols as possible to score the highest points. In each turn the dices can be rolled up to three times. The more often the dices match, the more points you will get.

Setting up the game

1) Cut out all 30 game chips from the pattern

Cut out all 5 dices from the pattern

Hint : It's also possible to stick the dices and game chips on wood to make the material stronger.

2) Each player chooses one color and gets 6 game chips in the chosen color.

If only 2 players play its possible to chose two colors. Then the different color chips can be laid independent from each other.

If you aren't able to decide who gets which color the youngest play can decide first then the second youngest and so on.

3) Put the 5 dices in front of the youngest player. Put the game board in the middle of the desk.



Game process



Let's begin ! :

The youngest player starts.

After that it's his left neighbour's turn.

The game continues until all players run out of chips.

Rolling the dices :

When you roll the dices for the first time, you must use all five dices at the same time.

If you get a symbol more than once, put these dices away.

Now you are able to end and to score or you roll the dices again to gain maybe more points.

When you roll the dices for the second or third time you are able to use the left dices or you use all five dices. Each time you are able to decide new which symbol you want to roll.

After your second cast you are able to score. However if you decide to roll the dice for the third time, remember that this is your last cast.

Because now your points will count and it's your neighbour's turn.

Hint: In every round you are only able to score with one and the same symbol. (In the next round you have to choose another symbol)

How you get points :

If you decided not to roll the dices again or you have finished your third cast, you have to keep the score for this round.

Try to get points with the symbol you rolled most in the round and put the



game chips with this symbol on the corresponding field (colour and number have to match) on the game board.

Game chips ? :

If you put your game chip on the game board YOU ARE NOT ALLOWED TO REMOVE it.

YOU ARE ONLY ALLOWED TO PUT ONE CHIP ON ONE FIELD.

If the pitch is already taken, you have to put your symbol onto the previous free field. (on the left side of the taken field in the symbol row)

Zero point ! :

If it is your third try and you only get symbols you have already had before, you will get zero points. Put one of your left symbol chips on a fitting symbol on the game board.

Example :

At the last round you have only one family game chip available. You dice different symbols but no family symbol. So you have to put the family game chip onto the family symbol on the game board.

Important :

Two or more players are allowed to put their chips on the same pitch if it is the zero points field.



End of the game

After all rounds have been played and marked on the pitch, every player has to tot up column numbers which are located above theirs engaged fields.

The player with the highest score wins.

Look after here to know how well you're integrated into the new country:

0-4 points	barely integrated
5-9 points	partly integrated
10-14 points	good integrated
15-24 points	very good integrated
25-30 points	entire integrated (table for one color per player)

Draw :

If it's undecided that means that several players have the same score the tied players dice again with all 5 dices. The tied players make a compromise which symbol should be diced again. The player who diced most of the chosen symbol wins! (If it's undecided again: repeat the process)



	1	2	3	4	5
