



Education and Culture DG

Lifelong Learning Programme



Introduction

The intercultural board game 'Diversonopoly' has been created by six European countries working together. The representatives are from: France, The Czech Republic, Austria, Great Britain, Greece and Norway

Why play Diversonopoly? The game promotes intercultural communication in a fun and creative way. It improves language skills and the players will achieve new knowledge by the exchange of cultural ideas and habits.

When? The game can be used in "Ice Breaker" sessions or to encourage interactive discussions on inter culturalism.

Need - Diversonopoly meets a need in any language classroom, gets the learners talking using their own experiences and opinions.

How to play? – By answering questions on a wide range of subjects ranging from traditions to philosophy. There is a great potential for learners to exchange ideas.

Easy in the classroom – Play it as a board game with rules and have a winner or just use the cards by themselves.

Additional Points:

- o 32 – 100 questions in each of 6 categories: *Everyday life, Traditions, Free time activities, Education and work, Philosophy and Communication.*
- o Use the idea and add your own questions
- o Flexibility allows any adult group to play – but change questions to suit any age group
- o Fits in with any time frame, 10 minutes to 50 minutes – flexibility and adaptability
- o Portable 'anytime, any place'
- o Translates into any language

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Rules

- o Suggested number of players: 2-4(6).
- o The question cards are to be put on the board according to the corresponding category
- o Each player chooses one different counter and puts it on any coloured spot on the board.
- o Each “Diversonopolist” throws the dice and the one with the highest number starts. The play continues in any direction, (with players moving clockwise.)
- o When a player lands on a coloured spot, chose a card in the corresponding colour. Read the question loud and answer it. You may let all the others answer the same question. Keep the card until the end of the game.
- o If the counter hits a “smiley face”, the player is free to choose any of the category cards.
- o If a player does not want to answer the question, then the player must skip his/her next turn.
- o The game is finished at the time that is agreed upon.
- o **Optional rules to get a winner.** The first player who has answered all six categories cards, and finished **exactly** on the biggest “Smiley face”, is the winner of the game.