



Guidelines for Playing Board Games

The 30 Questions board games allow you to explore themes by making a statement or answering a question.

Object of the Games

The aim of these games is to challenge you to reflect on your opinions and views in a supportive and encouraging environment. A positive outcome would be a general discussion between participants about the themes raised by the challenge that each participant encounters.

The games have no winners or losers. On completion of a game the participants may feel that they have explored an issue relevant to their professional lives. A central aspect of the games is to encourage personal reflection on themes related to your career.

How to play

Each participant (3-6 players) takes it in turn to roll a dice. They then proceed to the position on the board that corresponds with the number allowed by the throw. An independent player then asks that person the question (or statement) on the Question Sheet. The participant is encouraged to reflect on the question/statement. Other players can also reflect once the participant has had their say. At all times the discussion should be respectful, non-threatening and experienced in a warm and supportive environment.

Once a player has reached number 30 they can choose to go around the circuit again while the other players are continuing. The game is over when the last person reaches the end of the board or when players have decided that they have explored the theme to their satisfaction.

If the game is part of a games session with several other groups each playing different games, then the game is over when the Games Master decides that it is time to move onto the next game.

If your list of Questions/Statements has less than 30 questions, start again at question number 15. It is unlikely with four players that they will encounter the same question twice. If they do they can call "Pass" or ask for the next question on the list.

Safe Space

It is imperative that the Games Master creates an emotionally safe environment where the participants feel safe to share their feeling and ideas. Maintaining confidentiality, trust, and openness between participants and facilitators through dedication, consistency, and active listening will help establish this environment. Creating rules such as "what is said in here stays in here" can also help establish this safe space.

If a player chooses not to answer a question/statement they may say "Pass."

Players CANNOT challenge other participants on their response during or after the game.

Participants should have access to drinking water throughout the time they participate in these games.

Participants may enjoy having healthy snack options during the time they spend at a table playing the board games.

Reflection

The final activity of the 30 Questions Games can involve participants having the opportunity to reflect upon the session privately and to record their thoughts and experience. Males are usually less interested in journaling than females. You may prefer to use different terminology e.g. keeping a logbook.

Games to Play

The 30 Question Board Games include the following titles:

Collegial Teams	Boys in my classroom
Emotional literacy	School ambassador
Sometimes, I feel	Know your colleagues
My contribution	My teaching voice
Professional review	Reflection
Resilient teams	Resilient
Respect	Girls in my classroom
Teacher reflection	Wellbeing
What's great	Who am I?
Parent involvement	Flamboyant teacher

Funderstanding