



## Non-formal education Tool – “8KEYCOM”


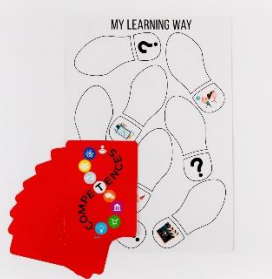





The usage of this tool is multilayered as the games are suitable for different environments and the possibilities of their modifications and adjustments to anyone's specific needs are countless. The tool is interactive and the playing process ensures a fun and participatory experience resulting in a deep understanding of the 8 key competences concept and their development. “*Magic backpack*” includes 9 games and additional materials for non-formal education activities. We call it “**First Aid Kit for trainers!**”

### Backpack includes:

Name of the game	Picture of the game	Competence
<b>“One way or another”</b>  - Cards 9x12 - Symbols – 30pc (5 Eyes/Mouth; 20 Ears/Mouth; 5 Hands) - Card A5 - Drawing – 1pc		Communication in the mother tongue
<b>“Once upon a time”</b>  - Cards 6x9 – Drawings – 120pc		Communication in foreign languages
<b>“Etic-poly”</b>  - Board – 1pc - Cards 9x12 – Projects – 24pc - Cards 6x9 – Support – 40pc - Money		Mathematical competence and basic competences in science and technology
<b>“4 Elements”</b>  - Cards 9x12 – Situations – 80pc - Scoring mat – 1pc		Mathematical competence and basic competences in science and technology



<p><b>“Digital adventure”</b></p> <ul style="list-style-type: none"> <li>- Cards A5 – Words – 30pc</li> <li>- Card A4 – QR code – 1pc</li> <li>- Card A4 – Words for facilitator – 1pc</li> </ul>		<p>Digital competence</p>
<p><b>“My Learning way”</b></p> <ul style="list-style-type: none"> <li>- Cards 9x12 - Tasks – 8pc</li> <li>- Card A4 – Template with steps – 1pc</li> </ul>		<p>Learning to learn</p>
<p><b>“Social emotion”</b></p> <ul style="list-style-type: none"> <li>- Cards 6x9 - Emotions – 42pc</li> <li>- Cards 9x12 – Situations – 30pc</li> </ul>		<p>Social and civic competences</p>
<p><b>“Pitch”</b></p> <ul style="list-style-type: none"> <li>- Cards 9x12 – Inspiration – 36pc</li> <li>- Cards 9x12 – Places – 36pc (12 places, 3 from each)</li> <li>- Cards 9x12 – Aisberg – 12pc</li> <li>- Card A4 – Aisberg for Facilitator – 1pc</li> </ul>		<p>Sense of initiative and entrepreneurship</p>
<p><b>“Match to discover”</b></p> <ul style="list-style-type: none"> <li>- Cards 9x12 – Pictures – 30pc</li> <li>- Cards 9x12 – Cities’ names – 30pc</li> </ul>		<p>Cultural awareness and expression</p>
<p><b>Additional materials</b></p>	<ul style="list-style-type: none"> <li>• USB with Manuals and games’ materials in PDF</li> <li>• 8KEYCOM layout</li> <li>• Dices</li> <li>• Tokens</li> <li>• Hourglass 60 sec</li> <li>• Red bag with coins</li> </ul>	<ul style="list-style-type: none"> <li>• Colored paper</li> <li>• Markers</li> <li>• Stickers</li> <li>• Post-It</li> <li>• Note-book with pen</li> </ul>

Tool “8KEYCOM” was developed during Erasmus+ project  
**“Enterprising and Surprising through 8 Key Competences”.**

More information: [www.8competencesgame.com](http://www.8competencesgame.com) & [www.facebook.com/8keycom](https://www.facebook.com/8keycom)

For questions: Ginta Salmina, E-mail: [info@brfonds.lv](mailto:info@brfonds.lv)