

Find your Power-ups

Goal: to fill in your team C-Power card by trading other C-Power cards your team made.

Each team in the room has been assigned 1 of the 6 core competences to power it up.

Your C-Power card is: (fill in with the competence you've been assigned)

1. Get to know your teammates. Introduce yourselves by telling your names, your country of origin and how you got involved in training in EuroMed.
2. Check the materials you've got on your table. You will need them to create your trading cards and the big team C-Power card:
 - Power Cards templates (20 cards)
 - Power Cards descriptions (4)
 - Markers (assorted colours, 2-3)
 - Flip chart sheet for your team C-Power card (1)
 - A4-size team C-Power card template (1)
 - Handout with the competences (2 per team)
3. **Your task as a team is:**
 - To create a large team C-Power card by inputing information collected from other teams in order to power up your team competence.
 - To make at least 3 different cards for each remaining competence in order to trade them with the other teams for their cards to power up your team.
4. Assign the **following roles** within your team:
 - **1 Coordinator:** that who will read the instructions, distribute material, discuss how roles are assigned, keep the time in each round of team meetings, set the agenda within the group. The coordinator will communicate the group's questions and needs to the facilitator, if necessary.
 - **1 Score keeper:** that who will count the cards, assign energy levels to the cards created by your team members, add up card score (energy level) and tell the team if they need to create new cards to trade in to power up his/her team.
 - **2 Brokers:** those that will "sell" the cards your team has made to the other teams that need them and get cards in return for your team competence.
 - **Card designers:** those in the team with the skills and knowledge to fill in card templates with the competences description (nice handwriting, please). You are taking care of both making the cards and inputting the information into your team's card <you may split the roles>. You mustn't repeat cards. All trading cards must be different.
5. **Card scoring system:** each core competence has a "range" category from very general to very specific. The more general, the more difficult to describe in concrete terms, and the other way with the most specific ones. For instance, describing a EuroMed-specific competence under the one you've been

assigned is much easier in practical words than on the core and, thus, very aggregated level. The energy level is checked and assigned by the team score keeper. The energy levels are:

- Core level: 4
- Common competence: 3
- Support competence: 2
- EuroMed specific competence: 1
- **Conversion rate:** please note that your brokers trade cards using the energy level of the cards as a value reference, E.g, you will need a common level card and one specific one (3+1) to get a core level card (4).

6. **Timing:** (your facilitator will tell you when to start)

- ① **Preparation:** you have 5 minutes to get ready, discuss and understand the game goal and assign roles. Have a look at the handouts with the competences if you are not familiar with them. NB even if you are not creating cards with the competence you've been assigned, at least the brokers should be familiar with it in order to get the best cards.
- ② **Card-making:** 25 minutes to work within your team to fill in the card templates with the competences the other teams need. Make as many as possible.
- ③ **Trading meetings:** when the card-making time is up, brokers will be sent to a neutral space with the cards your team has made and have 5 minutes to meet up and trade cards. There are 2 trading meetings of 5 minutes each.
- ④ **Team meeting:** after the first trading meeting, each team will be given 10 minutes to count the cards they have obtained, calculate scores (energy levels of their cards) and decide if they need to create more trading cards or redefine their strategy.
- ⑤ **You've got the power!:** when the second trading meeting is over, each team will have 10 minutes to calculate their final scores and finish filling in their big C-Power card with the information from the cards you collected. Please, stick the cards on the bottom part of your big C-Power card. The team with the highest energy level wins!!!
- ⑥ **Your coordinator must inform the facilitator when the team is ready for the award ceremony.**

7. **Plan your team's strategy wisely:**

- 一. Will your team make high energy cards or low energy easier ones?
- 二. Will you aim at filling in your team card with "expensive" cards or do you prefer more and cheaper ones?
- 三. Bargaining is allowed. Prices are never fixed but your brokers should trade at their own discretion. A "no returns, no exchanges" policy is strictly enforced.
- 四. You must only get cards for the competence you're assigned to. Getting other team's cards is forbidden.
- 五. Be careful: your main task is to fill in your team's card. Get the best cards from the other teams with the most complete information.
- 六. **ATTENTION:** work as a team!
- 七. Have fun!!!