

## About

Comenius Pocket is a lesson planning game with media consisting of five missions. Each deck is designed to be played by a group of up to six people, in-person, over five rounds. The game has two modes, the PLAYER mode, and the CREATOR mode.

We recommend playing the PLAYER mode first. After five rounds, have the class create and play their own Comenius Pocket.

## Player Mode

In PLAYER mode, teachers present a mission where they ask for help in planning their class based on a theoretical approach.

Considering the presented problem, players should propose a good class and defend their planning within the group.

## Creator Mode

In Creator Mode, players can write their own missions and create new cards, except for media cards. Each player or pair can create and facilitate the round with their proposal as many times as they want. The levels of teaching, themes, and contents of the new cards can be freely decided according to the context's interest, always maintaining the objective of planning the best class with Comenius Pocket's media.

## How to Play

A player (mediator) is responsible for reading the rules, distributing the cards, and facilitating discussions and evaluations.

The cards are divided into piles, facing down, separated by colors.

Each round consists of the following steps: 1. Round Challenge, 2. Planning, 3. Unexpected Event, and 4. Scoring.

The winner of each round earns an Inspiration card (in case of a tie, both players win).

The game ends after the 5th round. The winner is the one with the most Inspiration cards.

You can adjust the number of rounds according to the group's preference.

Have fun and good class!

## Planning Tip

Educate **"WITH"** the media: use it as a didactic tool, as a support instrument for a teacher working in the classroom.

**"FOR"** or **"ABOUT"**: study the media, its language, characteristics, effects, modes of production, economic, cultural, and ideological conditions that influence its production. The goal is a critical understanding of the content of messages and also the practices it allows or encourages.

**"THROUGH"** the media: encourage the skill of production, an instrument of creation and authorship, in practical activities focused on students' protagonism.

(Cruz; Ramos, 2020)

## 1. Round Challenge


In each round, each player receives five blue cards (Media and Bonus).  
Players decide which teaching level they will plan the class for.  
The mediator picks a Teacher card and reads the request for help out loud.

## 2. Planning

Each player creates their plan with only ONE MEDIA (for example, board) or TWO if using the Multimedia Room card or the Dynamic Class card.

Players can add as many BONUS cards as they find suitable to support their class.

Bonus cards (for example, library) can be used to add more points to certain media, affecting all or some players.

In the Bonus cards, the icon  raises the score by one level.

Players place the chosen cards face down on the table.

After all players decide their actions, the cards are revealed.


Each player briefly explains how they intend to use the chosen media to teach a good class in that context.

## 3. Unexpected Event

After the presentation of all the plans, an unexpected event card is drawn and read.

The unexpected event can affect all or some players, depending on the card's description.

## 3. Unexpected Event

In the Unexpected cards, the icon  lowers the score by one level.

Players can discuss how they would solve the problem brought by the unexpected event. The group decides whether these new solutions can or cannot change the final score.

## 4. Scoring

The mediator reads the mission evaluation on the back of the Teacher card. They read the scoring explanation for each media and the corresponding value icon for the plan.



The group can discuss and collectively decide on adjustments to the score, considering the quality of the class proposals presented by the players compared to what was described on the Teacher card. The player with the highest score wins an Inspiration card, even in the case of a tie.

## New Rounds

All used cards go back to the piles.  
Each player receives five new blue cards to start afresh each time.  
The steps are repeated until completing five rounds.  
The winner is the player with the most Inspiration cards.

## Trainer's Manual

Comenius Pocket is a game designed to encourage teachers and future educators to reflect on their teaching practices.

If you are the trainer, we suggest that you familiarize yourself with the rules before using it in a class, course, or workshop. Playing with friends before introducing it in a professional setting is a good idea.

Consider the rules as a foundation, and as you become comfortable with the dynamics, feel free to make adaptations for your specific usage context. The game's objective is to foster contextualized dialogue about different ways to plan and execute a class in a fun and constructive manner. Your facilitation will be essential for the richness of the experience.

Your role will be to answer questions, guide the group, motivate players, and adapt the game to your context. Notice and guide the group if it becomes overly competitive or verbose.

Although the game was designed for groups of 3 to 5 players, it's possible for each pair or group of people to participate and make decisions as if they were a player, involving an entire class.

In larger classes, your facilitation will be even more crucial, especially to energize score adjustment negotiations.

The game includes only 5 teacher cards because the idea is to play a few rounds and then use the creative mode.

## Credits

Developed by the Edumídia research group, Center for Education Sciences at the Federal University of Santa Catarina, inspired by the digital game Game Comenius.

**Producer:** Dulce Márcia Cruz

**Game design and creative direction:**

Rafael Marques de Albuquerque

**Art:** João Laureth

**Characters:** Flavia Cristina Palla Ferrato.

**Graphic design and revision:** Claiton

Felippe Lucena

**FOR TEACHER TRAINING**



20 - 40



3 - 5



14+

## COMENIUS POCKET



Learning and teaching can be fun! With Comenius Pocket, it is possible to reflect on the use of media resources in the classroom and prepare for teaching in a creative and playful way!



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