

7. CARD GAME: NAME YOUR COMPETENCES

If writing about a learning experience becomes a problem, help your participants assign names to their competences and make self-assessment an easier process.



GROUP SIZE

For individual work with one participant,
or for a group divided into pairs



DURATION

60-90 minutes

RESOURCES & PREPARATION (SPACE, MATERIAL, EQUIPMENT, PEOPLE)



- One deck of competence cards per participant (see handout), ideally copied onto cardboard



OBJECTIVES

- To help recognise and name the competences developed during the project
- To provide a basis for documenting learning outcomes further in the Youthpass certificate

DESCRIPTION OF THE METHOD STEP BY STEP



Version 1

Spread all the cards in the deck out on a table so the competence words are visible. Invite the participant to think about a non-formal learning activity (or youth work project) in which they took part and pick up the cards denoting the competences developed during the activity. If some competences are missing, they can use "joker" (blank) cards and write down these competences on them.

Version 2

Give the whole deck of cards to the participant and ask them to cluster the cards into three piles: "developed during the project", "not developed during the project" and "not sure". When this is done, first check the "not sure" section to see if there is a competence that

should be put in the “developed during the project” cluster. Then, look at that cluster and see if an important competence is missing (one that was not in the deck). If yes, use the blank cards to add them.

DEBRIEFING QUESTIONS

Once the cards have been sorted, invite the participant to reflect on their interpretation of each competence and remember the moments or situations when they developed this competence or when it first manifested. Take notes and give them to the participant at the end of the exercise.

This exercise can continue with “Show me your STARS” or “Pyramid of learning” from this Handbook.

THINGS TO KEEP IN MIND

The “Competence cards” handout should be copied in a larger format (e.g., A3), ideally on cardboard. This will allow you to create a real deck of cards.

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FURTHER SOURCES, LINKS AND REFERENCES

If you prefer ready-made decks of cards that can be used for the same purpose, they can be bought online from various providers, e.g., <http://www.kwaliteitenspel.nl/en/>



ACCOUNTABILITY

**DEVELOPING
OTHERS**

NETWORKING

**RELATIONSHIP
BUILDING**

**ACCURATE SELF-
ASSESSMENT**

EMPATHY

**NUMERICAL
REASONING**

RISK TAKING

**ACHIEVEMENT
FOCUS**

FLEXIBILITY

**OPEN-
MINDEDNESS**

**SELF-
AWARENESS**

ADAPTABILITY

**GIVING/RECEIVING
FEEDBACK**

**OPENNESS FOR
LEARNING**

SELF-CONFIDENCE

**ANALYTICAL
REASONING**

ICT SKILLS

**ORAL
COMMUNICATION**

**SENSITIVITY
TO DIVERSITY**

**ARTISTIC
EXPRESSION**

INFLUENCING

**ORGANISATIONAL
AWARENESS**

**STRATEGIC
THINKING**

**ATTENTION
TO DETAIL**

INTEGRITY

**ORGANIZATIONAL
SKILLS**

**STRESS
MANAGEMENT**

AUTONOMY

**INTERCULTURAL
SENSITIVITY**

PERSEVERANCE

**TAKING
INITIATIVE**

**CLIENT
ORIENTATED**

**LEADERSHIP
SKILLS**

PLANNING

**TAKING
RESPONSIBILITY**

**CONCERN
FOR QUALITY**

LISTENING

**POLITICAL
LITERACY**

**TEACHING/
TRAINING SKILLS**

**CONFLICT
MANAGEMENT**

**MANAGING
BUDGET**

**PRESENTATION
SKILLS**

TEAM WORK

CREATIVITY

**MANAGING
OWN EMOTIONS**

PRIORITIZING

**TIME
MANAGEMENT**

**CRITICAL
THINKING**

**MANAGING
OWN LEARNING**

PROACTIVITY

**TOLERANCE
OF AMBIGUITY**

**DEALING
WITH CHANGE**

**MOTIVATING
OTHERS**

**PROBLEM
SOLVING**

**WORKING
UNDER PRESSURE**

**DECISION
MAKING**

NEGOTIATING

**PROJECT
MANAGEMENT**

**WRITTEN
COMMUNICATION**