



# PUZZLE RELAY: DIFFERENT PATHS, SAME GOAL

## GAME SPECIFICS:

**Tool type:** (videogame, board game ecc)

**Format:** Indoor; team-based competitive-cooperative game

Cooperative learning  
**Our inspiration:** games and relay challenges

**Time needed:** 30 - 40 min

## SET-UP

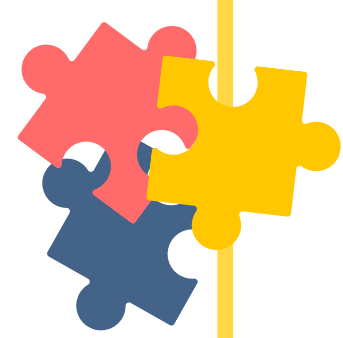
- Several puzzle or task stations (e.g., word puzzles, logic tasks, sequencing challenges, simple constructions);
- Printed instructions for each station;
- Optional materials: paper, markers, building blocks, envelopes with clues;
- “Constraint cards” or rules for each player (e.g., no speaking, one-hand use, reversed reading);
- Timer and space for teams to move between stations.

**Number of participants:** 10 - 30

## Focus (SLD topic)

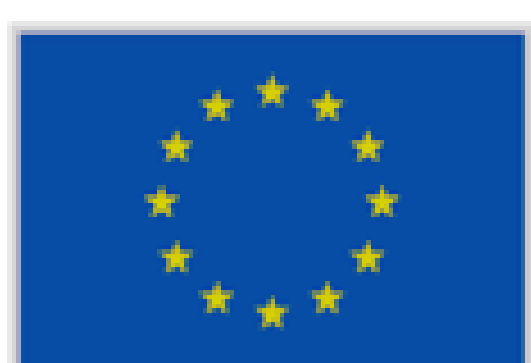
Experiencing learning barriers (reading, processing, attention);  
Dyslexia (text manipulation, reversed reading);  
ADHD (distractions, task-switching, time pressure);  
Collaboration and peer support strategies;  
Strength-based teamwork and inclusion.

## GAME OVERVIEW



Puzzle Relay: Different Paths, Same Goal is a dynamic team-based game where participants complete a series of puzzles under different constraints that simulate challenges faced by individuals with Specific Learning Disorders (SLD).

Each team member is assigned a unique limitation (e.g., restricted communication, altered perception, limited motor use), requiring teams to adapt, collaborate, and find inclusive strategies to succeed. The game emphasizes that while individuals may face different challenges, shared goals can be achieved through cooperation and understanding.



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### INSTRUCTIONS / STEPS

#### 1. Introduction (5 minutes)

- Divide participants into teams;
- Explain that the goal is to complete all puzzle stations as quickly and accurately as possible;
- Introduce the concept of individual constraints (without immediately linking to SLD).

#### 2. Assign Constraints (2-3 minutes)

Give each player a specific rule, for example:

- Cannot speak;
- Can only use one hand;
- Must read text upside down or mirrored;
- Cannot touch materials, only give instructions;
- Must switch tasks frequently!

#### 3. Gameplay - Puzzle Relay (15-20 minutes)

Teams move through puzzle stations in sequence or relay format.

Each station includes a different type of task:

- Word or reading puzzle;
- Logic or sequencing task;
- Visual or pattern recognition;
- Simple building or coordination challenge.

Teams must collaborate while respecting each member's constraint.

Facilitator observes teamwork, communication, and problem-solving strategies.

#### 4. Optional Gamification Elements

Award points for:

- Completing tasks;
- Demonstrating inclusive teamwork;
- Supporting teammates effectively.

Bonus points for creative strategies or strong collaboration.



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### 5. Debrief & Reflection (10-15 minutes)

Facilitate discussion with questions such as:

- How did your constraint affect your participation?
- What strategies helped your team succeed?
- Did anyone feel excluded or frustrated? Why?
- How does this relate to people with SLD in real-life learning environments?

### 6. Key Takeaway

- Highlight that individuals face different challenges, but inclusive teamwork and adaptive strategies enable success for everyone;
- Emphasize the importance of understanding, patience, and support in inclusive settings.

