



Card Story

GAME SPECIFICS:

Tool type: Card Story

Our inspiration: Story cubes

Format: Offline / game

Time needed: 30-40 min

SET-UP

Number of participants: 4-20

- Cards with learning situations
- Cards with an emotion list
- Cards with possible solutions
- Paper and markers
- Work in small groups (3-5 people)

Focus (SLD topic)

- Problem solving
- Communication and teamwork
- Empathy and inclusion
- Understanding feelings

GAME OVERVIEW

This is a collaborative card-based game where participants analyse learning situations related to Specific Learning Disorders (SLD). Teams work together to identify the emotions a young person may experience and select the most appropriate solutions using the provided cards. To increase the challenge and encourage creative thinking, teams are invited to generate as many additional solutions as possible that are not represented by the Solution Cards. At the end of each round, teams present their ideas alongside their selected cards. The facilitator awards bonus points based on the number and quality of the additional solutions, recognising ideas that are practical, creative, and inclusive. These mechanics encourage critical thinking, progression, and friendly competition while maintaining the game's collaborative and inclusive nature. By combining discussion, reflection, and problem-solving, the game helps participants develop empathy and discover practical strategies for supporting young people with SLD.



Card Story

INSTRUCTIONS / STEPS

1. Divide participants into small teams of 3–5 people. Provide each team with the three sets of cards: Situation (yellow), Emotion (green), and Solution (purple).
2. One team draws a Situation Card and reads it aloud. All teams work on the same situation simultaneously.
3. Each team discusses the situation and selects the Emotion Card(s) that best represent how the young person might feel, explaining the reasons for their choices.
4. Teams then choose the Solution Card(s) they believe best address the situation and support the young person.
5. In addition to the selected Solution Card(s), each team writes down as many additional solutions as possible that are not represented by the available Solution Cards. Teams are encouraged to think creatively while ensuring their ideas remain realistic, practical, and inclusive.
6. After the agreed discussion time (e.g., 5–7 minutes), each team presents its completed scenario, explaining its selected Emotion Cards, Solution Cards, and additional solutions.
7. The facilitator leads a short discussion comparing the different approaches and awards bonus points based on the quality and number of the additional solutions proposed. Practical, creative, and inclusive ideas should receive the highest recognition.
8. Repeat the process with a new Situation Card until all scenarios have been completed or the allocated time has ended.
9. At the end of the activity, the team with the highest number of bonus points is recognised for its creative and inclusive problem-solving. Conclude with a short group reflection, highlighting that there is often more than one appropriate way to support a young person with SLD and that collaboration leads to richer, more inclusive solutions.





SITUATION CARD

Difficulty reading a text

SITUATION CARD

Difficulty understanding
verbal instructions

SITUATION CARD

Difficulty writing a
longer text

SITUATION CARD

Difficulty concentrating
during class

SITUATION CARD

Difficulty writing a text

SITUATION CARD

Difficulty solving
mathematical problems

SITUATION CARD

Difficulty remembering
instructions

SITUATION CARD

Difficulty finishing tasks
quickly

SITUATION CARD

Difficulty organizing
tasks / materials



DYS. IN YOUTH FIELD



EMOTION CARD

I feel anxious / tense

EMOTION CARD

I feel frustrated

EMOTION CARD

I feel scared

EMOTION CARD

I feel pressure

EMOTION CARD

I am afraid of making
mistakes

EMOTION CARD

I feel confused

EMOTION CARD

I feel hopeless

EMOTION CARD

My body reacts (sweating,
blushing, fast breathing)

EMOTION CARD

I feel overloaded



DYS. IN YOUTH FIELD



SOLUTION CARD

Break the task into
small steps

SOLUTION CARD

Highlight the most
important words

SOLUTION CARD

Use visuals (examples,
diagrams)

SOLUTION CARD

Allow different ways to respond
(write / speak / draw)

SOLUTION CARD

Use bullet points
instead of long text

SOLUTION CARD

Divide the text into
smaller parts

SOLUTION CARD

Work in pairs

SOLUTION CARD

Show an example before
the task

SOLUTION CARD

Provide sentence
starters



IN YOUTH FIELD
DYS.