



Factor 5

GAME SPECIFICS:

Tool type: Gamified collaborative board activity

Our inspiration: [Link](#)

Format: offline

Time needed: 120 min

SET-UP

instructions, game board, scoreboard, game cards, pens, markers, post it

Number of participants: 4- 5 people

Focus (SLD topic)

Topic 1: Social inclusion and participation
 Topic 2: Innovation in non-formal education
 Topic .Youth participation and empowerment

GAME OVERVIEW

Factor 5 is a structured social innovation game where participants co-create solutions to real social challenges. Working in teams, they move through five guided factors that help transform ideas into viable projects.



INSTRUCTIONS / STEPS

- Mechanics 1: Participants are divided into balanced teams and select a group name.
- Mechanics 2: Teams address a social challenge and move through five factors: Creativity, Participation, Scalability, Sustainability and Comprehensibility.
- Mechanics 3: Random cards, peer feedback and surprise instructions guide improvement.
- Mechanics 4: Stars are awarded per factor; medals reinforce engagement.
- Mechanics 5: The process ends with a final presentation and peer jury evaluation.





THE BOX

GAME SPECIFICS:

Tool type: Gamified collaborative board activity

Our inspiration: [Link](#)

Format: offline

Time needed: 4 hours

SET-UP

Videos, step-up cards, qualities cards, writing boards, SDG boards and SDG cards, environment game, inclusion game, refugee story card, Various belongings of the refugee: passport, backpack, compass... Various consumable materials. Panels for designing proposals. SDG Wheel

The Box: representing its 4 sides with the 4 SDGs to be addressed.

Number of participants: X people

Focus (SLD topic)

1. To present the challenges of the Sustainable Development Goals in a creative and dynamic way.
2. To foster awareness and critical thinking.
3. To design proposed solutions to social problems.



GAME OVERVIEW

A social innovation methodology that fosters awareness of social problems, based on the Sustainable Development Goals. This is done in a didactic and dynamic way, giving a special role to the participants, who are invited and trained to generate solutions.



THE BOX

INSTRUCTIONS / STEPS



Phase 1 (I prepare) uses role-playing games to highlight inequalities and foster teamwork

Phase 2 (I Discover) breaks down "walls" of prejudice about gender, climate, inclusion and shelter.

Phase 3 (Live) generates empathy through a real interview called "Story with soul"

Phase 4 (Design) organizes groups to identify problems and create local creative alternatives

Phase 5 (I Build) puts the ideas into a newspaper format with social impact.

The process concludes with a final assessment to share lessons learned and collective reflections. The goal is to empower young people to move from information to everyday action.

