



SAME GOAL, DIFFERENT MINDS

GAME SPECIFICS:

Tool type: Role playing game

Our inspiration:

Format: Offline

Time needed: 30 min

SET-UP

Players sit around a shared table, each receiving a unique role and exclusive resource such as a map, flowchart, scraps, or rubric. Information cannot be physically shared; participants must communicate verbally or in writing. A facilitator tracks time, group progress, and a shared Frustration Meter. Optional ambient noise can be added to increase cognitive load.

Number of participants: 4

Focus (SLD topic)

- Dyslexia, Dyscalculia, Dysgraphia
- ADHD and attention regulation
- Communication barriers and cognitive load
- Strength-based neurodiversity approach

GAME OVERVIEW

Same Goal, Different Minds is a collaborative simulation where players complete a shared project while operating under different cognitive “filters” that mimic neurodivergent experiences. Each participant has strengths, constraints, and exclusive information, making teamwork essential. The group must manage communication limits. Success depends on listening, adapting strategies, and valuing diverse thinking styles rather than speed alone.



INSTRUCTIONS / STEPS

Give each participant a character sheet, instructions are on the papers.
They have 20 minutes to complete the task



THE VISUAL STRATEGIST

I see the big picture, but the details are blurry.



GOAL

It is Friday afternoon, 2:00 PM. Your group is in the final stretch of the "Urban Inclusion" project for Professor Bianchi. You have spent weeks gathering data, but a sudden system crash or perhaps a simple misunderstanding has wiped your final draft.

The Professor has just announced that the hard deadline for the physical poster and the project upload is in exactly 20 minutes. If you miss this window, the group fails the semester. To make matters worse, the Professor is in a "strict mood," patrolling the aisles and penalizing groups that seem disorganized or overly loud.

Your Condition: Dyslexia

For you, letters are like moving ants. Reading a paragraph requires double the mental energy compared to others. You often swap the order of words or confuse similar-looking letters (like 'b' and 'd', or 'p' and 'q').

YOUR FILTER (THE CHALLENGE)

You are holding Professor Bianchi's Instructions, but the text appears garbled and unstable.

YOUR TALENT (THE STRENGTH)

While the others are focused on tiny text and numbers, you have a natural gift for spatial orientation and visual synthesis. You are holding the **Strategic City Map**.

- **RULE:** While the group is debating, you are the only one allowed to study the map provided. You noticed something everyone else missed: the neighborhoods with fewer services are all aligned along the old railway line.
- **YOUR ADVANTAGE:** You can tell the group exactly where to focus the project without doing any math, because you "see" the patterns on the map instantly.

THE FILTER (THE STRUGGLE)

To simulate the cognitive load and decoding barriers of Dyslexia, you must follow these operational constraints:

- **THE SLOW-READ RULE:** You cannot read any text (instructions, scraps, or rubrics) silently. If you must read something, you must do it aloud, syllable by syllable, at a very slow, labored pace.
- **VISUAL-ONLY CONTRIBUTIONS:** You cannot write words on the final poster. You may only contribute by drawing lines, placing stickers, or positioning icons to indicate spatial relationships.
- **You must read these instructions out loud to the group.** You cannot show the paper to the others. If you get stuck or mispronounce a word, you must restart the sentence.

THE PROFESSOR'S INSTRUCTIONS: "Use the wets ctgi map. To ccomplete the socail srurvrey, you must idetify the three ditsricts with the lowest inculsion rate. It is crutial to incert the domogprahic dota into the final graph. You have one tausend euro bugdet. Atetntion: if you cmofuse the prirority order, the porject will be rjeected"

HOW TO COOPERATE

- **Ask for Help:** If reading exhausts you, ask the Architect (Dyscalculia) to summarize the concepts you just struggled to read.
- **Take the Lead:** When the group starts arguing over which street to choose, intervene by pointing to the map: "Stop looking at the lists, look at the pattern! It's all along the railway!"

ROLEPLAY TIP

If you feel frustrated because others interrupt you while you are reading, speak up. Your challenge isn't "understanding", you understand perfectly, it's "decoding." Once decoded, you are the one with the fastest solution.

THE LOGICAL ARCHITECT

Systems Lead & Structural Analyst



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Your Condition: Dyscalculia

To you, numbers are not quantities; they are just abstract, slippery symbols. While your teammates see a "3" or a "7" and instinctively feel their value, you see shapes that refuse to stay still. You cannot estimate how long "15 minutes" feels, nor can you "see" that 50 is half of 100.

YOUR FILTER (THE CHALLENGE)

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However, your mind is a master of Pure Logic. You understand the relationship between objects, the order of operations, and the structural integrity of a plan better than anyone else.

OPERATIONAL CONSTRAINTS

Because numbers "glitch" in your mind, you must communicate without them to avoid confusion.

- **THE SILENCE OF NUMBERS:** You are strictly forbidden from using any numerals (e.g., one, five, ten), dates, specific times (e.g., 3:00 PM), or mathematical operators (e.g., plus, percent).
- **ANALOGUE COMMUNICATION:** If you need to describe a quantity or duration, you must use physical analogies.
 - Instead of "10 minutes," say "The time it takes to walk to the cafeteria."
 - Instead of "Double the price," say "It costs as much as two of those."
 - Instead of "Half," say "A small slice of the whole pie."

THE PRIORITY FLOWCHART

You are holding the only copy of the **Logical Framework**. You don't know the "math," but you know the "truth" of the project's structure.

Your Structural Truths:

- **THE FOUNDATION:** The Social Survey must be completed before anything else can start.
- **THE WEIGHT:** The work cost is the heaviest burden. It weighs exactly the same as the Food and Transport combined.
- **THE DURATION:** The Presentation phase is short, it lasts only as long as it takes to tie your shoelaces compared to the Research phase.

COLLABORATION PROTOCOL

- **The Translator:** You have a budget sheet full of symbols (\$\$\$, %%%, ###). You cannot read it. You must ask The Visual Strategist (Dyslexia) to read the numbers to you. Once they say "500," you must convert that into a logic you understand (e.g., "The whole pile of money").
- **The Anchor:** When The Hyper-Explorer (ADHD) brings a new, chaotic idea to the table, you are the only one who can decide where it fits in the sequence. Does it happen before or after the main event?

THE HYPER-EXPLORER

Creative Scout & Rapid Connector



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YOUR FILTER (ADHD)

Your brain is like a high-speed search engine with 50 tabs open at the same time. While others struggle to find a single idea, you are bombarded by hundreds. You don't "lose" focus; you have omni-focus. You notice the hum of the heater, the smudge on the Professor's glasses, and the hidden pattern in the project data all at once. In this group, you are the Engine of Innovation. You see the connections that others miss because they are too busy looking straight ahead.

OPERATIONAL CONSTRAINTS

Your attention is a finite resource that resets constantly. To simulate the "executive function" challenge, you must follow these rules:

- **THE 3-MINUTE PIVOT:** Every 3 minutes (monitored by the facilitator), you experience a "Focus Shift." You must physically stand up, rotate your chair, and change the specific document or tool you are currently holding.
- **THE INSTANT DOWNLOAD:** Your best ideas are "volatile." If you have an insight, you must share it immediately, interrupting whoever is speaking. If you wait longer than 10 seconds to say it, the thought "evaporates" and you cannot mention it again for the rest of the round.
- **KINETIC ENERGY:** You cannot remain still. You must be constantly fidgeting with a pen, dice, or a rubber band. This represents the motor activity required to keep your brain "online."

THE FLASH INSIGHTS

While the others were reading the boring intro, your "wandering" mind found three critical shortcuts:

1. **THE HIDDEN ASSET:** You noticed a "Help Wanted" flyer on the lab's bulletin board. The shop next door offers free delivery to students, which completely bypasses the Transport cost.
2. **THE UNUSED RESOURCE:** There is a stack of old magazines in the corner. You realized they are from last year's census. They contain the exact demographic charts the group needs, saving you time spent in research.

COLLABORATION PROTOCOL

- **The Anchor:** You provide the "What" and the "Why," but you struggle with the "How." You must rely on **The Logical Architect (Dyscalculia)** to tell you where your wild ideas fit into the project's timeline.
- **The External Memory:** Because you will forget your own brilliant ideas within minutes, you must dictate them to **The Sign Interpreter (Dysgraphia)**, who will record them in visual form.

ROLEPLAY TIP

Be the "spark plug" of the team. When the group gets quiet or stuck in a loop, interrupt them with a "What if...?" Your impulsivity is not a bug; it is a feature that allows the group to bypass obstacles that stop everyone else.

THE SIGN INTERPRETER

Visual Documentarian & Iconographer



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YOUR FILTER (DYSGRAPHIA)

For you, the physical act of writing is a battle. The connection between your brain and your hand is "noisy." While you can think of complex theories and beautiful sentences, your hand produces cramped, illegible, or painful scribbles. Letters might be inconsistent in size, and spaces between words disappear. However, because you struggle with words, your brain has mastered Visual Synthesis. You can communicate more with a single icon than others can with a thousand words.

OPERATIONAL CONSTRAINTS

Your handwriting is a barrier that the group must help you overcome.

- **THE NON-DOMINANT HAND:** To simulate the lack of motor control, you must do all writing and drawing for the project using your non-dominant hand.
- **FORBIDDEN WORDS:** You are discouraged from writing full sentences. If you must write a word, it cannot be longer than 4 letters.
- **THE TRANSLATION GAP:** You cannot explain your drawings verbally while you are making them. The group must interpret what you are sketching. If they guess wrong, you can only shake your head and try a different drawing.

THE EIDETIC MEMORY

Before the Professor took the project materials away, you caught a glimpse of the **Official Evaluation Rubric**. You can't write down the details, but you remember the shapes and icons required for a "Pass."

Your Visual Memories:

1. **THE LOGO:** The project must have a specific symbol (a tree inside a circle) or it will be automatically downgraded.
2. **THE BALANCE:** You remember seeing a "Budget" that had exactly four icons at the bottom. Without these four visual sections, the project is considered incomplete.

COLLABORATION PROTOCOL

- **The Voice:** You are the "Scribe" for **The Hyper-Explorer (ADHD)**. Since they forget their ideas quickly, you must capture their "Flash Insights" as icons immediately.
- **The Quality Control:** You must work with **The Visual Strategist (Dyslexia)** to ensure your icons match the map locations. They provide the "Where," and you provide the "What."

ROLEPLAY TIP

Don't get frustrated if the others can't read your handwriting—that's the point of the simulation. Lean into your role as an artist. Use symbols to bridge the gap. If you can't write "Transportation Infrastructure," just draw a very shaky bicycle or a bus. Your team will understand your "Sign Language" eventually.