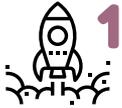


# Let's sketch it! Iterative Clues

Discover the Iterative Clues game, approaching the laws and economic rules related to new technologies. Use the general guidelines below to build your own vision of this playful activity in your classroom or at home with your kids!



**SDG**  
SOCIETAL COMMITMENT

## Societal challenge to be approached/solved during the game

Children are not very familiar with the laws and economic rules related to new technologies.

## Linked SDGs



**GAME**  
PLAYFUL COMMITMENT

## Game target & pre-requisites

Work alone

8 - 12 years old

Support of an adult

In the classroom

Feasible at home

## Describe the game universe

The game is composed by question cards about new technologies and their world integration.

01  
My goal is to be shared

02  
There is mobile app for me

03  
I am made with a camera or cell phone

04  
I am self-portrait

## What makes the player moves forward? How is the game organised? What are the strategies to win/collaborate?

After shuffling the cards deck, the teacher or adult in charge states the first clue. All players can give one answer of their choice. If no one has found the correct answer, the second clue is read, and so on up to the 4th clue. When a player gives the correct answer, he earns (4 - last clue level) points, so from 1 to 3 points by round. If no one finds the right answer with the 4th clue, no one gets a point this round.



**PEDAGOGY**  
LEARNING COMMITMENT

## Skills and competencies targeted by the game

Understand representations of the world activity

Understand and express yourself orally in a group

Get informed in the digital world

Practice different languages

Explore organizations around the world

Read

## Pedagogical interest

Learn new technologies stuff while having fun. Address the theme of peace and the importance of institutions.