

## Everyday Adventures

<b>Duration:</b>	10 +	min
<b>Number of players:</b>	1	player / group
<b>Materials/ Tools needed:</b>	cards	
<b>Publisher:</b>	The school of life	
<b>Game Designer:</b>	The School of life	
<b>Language</b>	ENG	
<b>Links:</b>	<a href="https://www.theschooloflife.com/shop/everyday-adventures/">https://www.theschooloflife.com/shop/everyday-adventures/</a>	

<p><b>Type of game:</b></p> <p><input type="checkbox"/> board  <input checked="" type="checkbox"/> card  <input type="checkbox"/> role play  <input type="checkbox"/> simulation  <input type="checkbox"/> computer  <input type="checkbox"/> Serious  <input type="checkbox"/> Other:</p>	<p><b>Main topic:</b></p> <p>Cards with small adventures to get out of your comfort zone.</p>
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<p><b>Short description/ Goal of the game:</b></p> <p>As grown-ups, one of our deepest urges is for life to be more adventurous: a little more excitement, novelty, interest and passion. Unfortunately, many adventures, especially the ‘big’ kinds, are too expensive, threaten to upturn everything and can upset those who rely on us. What we therefore badly need is access to smaller, more pocket-sized adventures.</p>	<p><b>Image:</b></p> 
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**Educational value/ Learning Objectives:**

These are ‘Everyday Adventures’ – from something tiny like eating an unfamiliar fruit from the market to rereading your favourite book to asking a parent what they were like as a teenager. This is a suggestion box to spark the imagination, revive the spirit and motivate us towards the slightly more adventurous lives we long for.

Adventures include:

- Write down five questions you wish someone else would ask you; ask them of someone else.
- Set your alarm before sunrise and go for a walk.
- Complete the sentence: 'If I wasn't afraid of failure, I would...' Tell a friend your answer.
- Make something nice out of beetroot.

Small adventures are easier than the big adventures. It helps with getting out there, changing your life bit by bit.

Helps people how are uncomfortable with change

Fun assignments for groups to get to know each other

Assignments in tutoring situations to help students learn and grow more confident

**Recommendations for use:**

**Pro's & Contra's:**

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- No game, just cards with assignments
- Easy to pick up and make your own game out of it

**Tips and Tricks for Facilitators**

**How to adapt game for different groups, topics, occasions/needs**

Pick cards for groups with specific tasks

