

Simulation Games + workshops



Robinson knows the law

about Polish law for care leavers, the game teaches youngsters how to talk to civil servants and settle a matter

Board Games + workshops

Self-sufficient Robinson



created in cooperation with care leavers from Vehicles of Self-Reliance from all Poland, the game makes care leavers aware of real life situations



Game for Health

about health and Polish health care system, the new version will be played online

More than educational Games



Robinson on his own

about finances and economy, the game shows how an enterprise works and explains economy mechanisms on the small scale



Robinson on plus

concentrates on finances and home budget management, showing that earnings increase with education

Methodology

Games focus on different areas of self-reliance and are always **parts of bigger workshops**.



Six main areas of self-reliance

education/work, health, relations, finances, housing, and law



Kolb's experiential learning cycle

Concrete experiences become a starting point to reflective observation, then abstract conceptualization and active experimentation. The conclusions from the game and the summary workshop are always linked with the real world and the real needs of young people.



Cooperation

The games are based on cooperation between players, however, competition is also included. Players are always divided into teams and teamwork is necessary to achieve the goal. Playing in different teams doesn't mean that they shouldn't cooperate also with their competitors. Often they have to. And always it makes their efforts more effective



Fun

The games are an attractive way for young people to learn – they spend time together having fun and the learning process happens parallel, sometimes even unnoticed by them.