



Using ITC's to preserve European Crafts



USING ICT TO PRESERVE EUROPEAN CRAFTMANSHIPS

The Crafts Ring Game

This game has been made within the erasmus project UIPEC (USING ICT TO PRESERVE EUROPEAN CRAFTMANSHIPS) with the collaboration of students and teachers. And their pieces can be downloaded from eucrafts.eu

The Ring of Crafts is the original trivia game played by 3-6 people. It has educational goals to improve players' speaking skills, multicultural skills and also interpersonal skills.

Content:

- A board
- 6 CRAFTS tokens
- 1 Dice
- 24 Craft Tokens



The object of the game is to collect a tile representing each country that the player gets by providing the correct answer, totaling 6.

Country	Tokens:	Color of questions:
• Iceland	sweater	blue
• Great Britain	teacup	white
• Czech Republic	beer glass	yellow
• Spain	fan	red
• Estonia	chocolate	black
• Lithuania	basket	green

The six colored cards correspond to different questions depending on a country. The questions are related to crafts in individual European countries: Iceland, Great Britain, Czech Republic, Spain, Estonia, Lithuania.



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The **board** consists of a circular track with spaces in six different colors/countries that correspond to questions.

The operation of the game

The operation of the game is similar to a mix of the goose game with a trivial game.

The youngest player starts the game. Players take turns rolling a die and moving along the track with their counter (CRAFTS letters).

When a player stops at a space/country, he gets a question about the appropriate country.

Another player must read the question and check if the answer is correct or not. If the player guesses right, he stays in the space and gets the country token. If they are wrong, they go back the number of spaces they rolled on the dice.

The player can exchange 2 tokens from the same country for one from another country (turn it back and take it out of the box), if he needs to. The first player to collect a token from each country is the winner, players go around the circle until one of them is the winner.

The player who collects a tile representing each of the 6 countries wins.

