

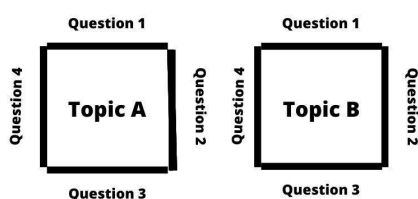
Pedagogical Toolbox

Gameplay tools

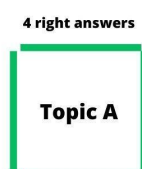
Game mechanics: Conquer spaces

Explanation of the mechanics

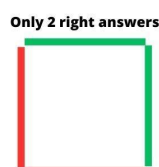
This game mechanic aims to stimulate the player to conquer spaces: players must, with their own pieces/tokens, try to define an area in order to take control of it. With this mechanic, for example, a multi-topic test can be proposed with 4 questions for each topic. The player's goal is to conquer the boxes by answering the questions.



Box conquered by the player



Box not conquered



With each correct answer, the player conquers one side of the square. Only if he answers exactly the 4 questions of the specific topic does he win the corresponding box. The goal could be to conquer a minimum number of boxes, to conquer the most boxes in the given time, or to count the boxes conquered without there being a time limit.

The mechanics also lend themselves to multiplayer challenges: who will be able to conquer the most boxes?