

# Pedagogical Toolbox

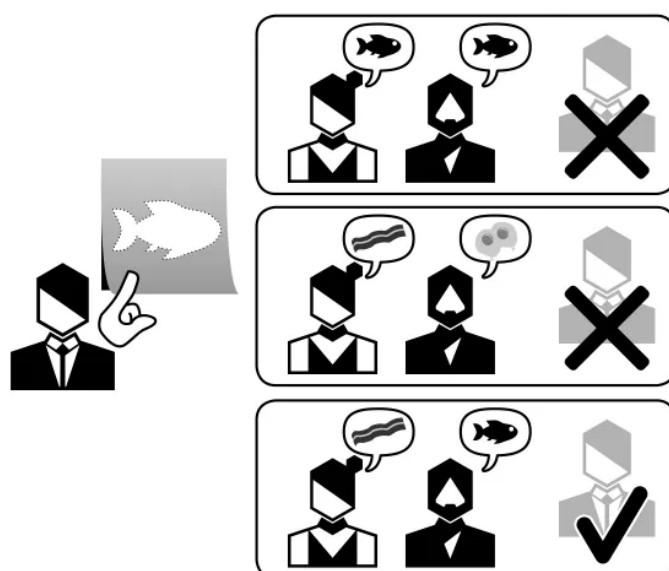
## Gameplay tools

### Game mechanisms: targeted clues

#### Explanation of the mechanics:

When creating a gamified team activity within your classroom, you can refer to the targeted clues system. In targeted clues architecture, the player shares some clues with the other players, but only some of the targeted players must guess the answer. Therefore, the player providing the clue has to elaborate strategies, so that the targeted audience finds the answer.

This type of clues collection can contribute to the students' acquisition of concepts, vocabulary or theories studied in the classroom. Indeed, by having to select and choose the appropriate information, the pupils are invited to mobilise their own understanding of the course and transform it into clues.



Source: <https://boardgamegeek.com/image/4965467/targeted-clues>