

CARD GAME: Name Your Competences

When writing about a learning experience becomes a problem, help your participants to give names to their competences and make self-assessment an easier process.

Group size

For individual work with a participant or group divided into couples.

Time/duration

60-90 minutes

Resources & Preparation (space, material, equipment, people)

- Deck of Competence cards per participant (see handout), ideally copied on the cardboard paper

Objectives

- To assist in recognising and naming the competences developed during the project
- To provide basis for further documentation of learning outcomes in the Youthpass certificate

Description of the method step by step

Version 1:

Spread all the cards of the deck so the competence words are visible. Now, invite the participant to think about a non-formal learning activity (or youth work project) where he/she took part and pick up the competences they have developed during the activity. If there are some competences missing, they may use the “joker” (empty) cards and write down these competences.

Version 2:

Give the whole deck of cards to the participant and ask him/her to go through the deck and cluster the cards into three piles: “developed during the project”, “not developed during the project” and “not sure”. When this is done, first clarify the “not sure” section and see if there is any competence still to include into the “developed during the project” cluster. Then, look at that cluster and see if there is any important competence missing (that was not in the deck). If yes, use the blank cards and add them.

Debriefing questions

When the cards are selected, invite the person to reflect on his/her understanding of each competence and remember the moments/situations when this competence has been developed or when it has been manifested? Take notes and give them to the participant in the end of the exercise.

This exercise can continue with “Show me your S.T.A.R.’s” or “The pyramid of learning” activities from this handbook.

Things to keep in mind/ Ideas for adaptation

The handout “Competence cards” should be copied on a larger format (e.g. A3) and ideally on the cardboard paper. This will allow you to create the real deck of cards.

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Further sources, links and references

If you would prefer some more ready-made deck of cards that can be used for the same purpose, some can be bought online from various providers, for example: <http://www.kwaliteitenspel.nl/en/>

Accountability	Developing others	Networking	Relationship building
Accurate self-assessment	Empathy	Numerical reasoning	Risk taking
Achievement focus	Flexibility	Open-mindedness	Self-awareness
Adaptability	Giving/receiving feedback	Openness for learning	Self-confidence
Analytical reasoning	ICT skills	Oral communication	Sensitivity to diversity
Artistic expression	Influencing	Organisational awareness	Strategic thinking
Attention to detail	Integrity	Organizational skills	Stress management
Autonomy	Intercultural sensitivity	Perseverance	Taking initiative
Client orientated	Leadership skills	Planning	Taking responsibility
Concern for quality	Listening	Political literacy	Teaching/training skills
Conflict management	Managing budget	Presentation skills	Team work
Creativity	Managing own emotions	Prioritizing	Time management
Critical thinking	Managing own learning	Proactivity	Tolerance of ambiguity
Dealing with change	Motivating others	Problem solving	Working under pressure
Decision making	Negotiating	Project management	Written communication