

## 7. CARD GAME: NAME YOUR COMPETENCES

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



### GROUP SIZE

For individual work with one participant,  
or for a group divided into pairs



### DURATION

60-90 minutes

### RESOURCES & PREPARATION (SPACE, MATERIAL, EQUIPMENT, PEOPLE)



- One deck of competence cards per participant (see handout), ideally copied onto cardboard



### OBJECTIVES

- To help recognise and name the competences developed during the project
- To provide a basis for documenting learning outcomes further in the Youthpass certificate

### DESCRIPTION OF THE METHOD STEP BY STEP



*Version 1*

Spread all the cards in the deck out on a table so the competence words are visible. Invite the participant to think about a non-formal learning activity (or youth work project) in which they took part and pick up the cards denoting the competences developed during the activity. If some competences are missing, they can use "joker" (blank) cards and write down these competences on them.

*Version 2*

Give the whole deck of cards to the participant and ask them to cluster the cards into three piles: "developed during the project", "not developed during the project" and "not sure". When this is done, first check the "not sure" section to see if there is a competence that

should be put in the “developed during the project” cluster. Then, look at that cluster and see if an important competence is missing (one that was not in the deck). If yes, use the blank cards to add them.

## DEBRIEFING QUESTIONS

Once the cards have been sorted, invite the participant to reflect on their interpretation of each competence and remember the moments or situations when they developed this competence or when it first manifested. Take notes and give them to the participant at the end of the exercise.

This exercise can continue with “Show me your STARS” or “Pyramid of learning” from this Handbook.

## THINGS TO KEEP IN MIND

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

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## FURTHER SOURCES, LINKS AND REFERENCES

If you prefer ready-made decks of cards that can be used for the same purpose, they can be bought online from various providers, e.g., <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**