

EQUAL Scitech CARD GAME



Project

**“EQUAL SciTech: promoting gender
equality in Science and Technology”**

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Card game

Welcome to the official guide to the **EQUAL SCITECH Card Game**! This game is designed to introduce girls and boys to STEM (Science, Technology, Engineering and Mathematics) through the fascination of women scientists who have made history. With your own pack of cards, you can have fun with different game modes.

Game element

- **Blue deck** (54 cards): Each card represents a scientist, with illustrations and names.
- **Red deck** (54 cards): Identical to the blue deck, but with a different back.
- **Yellow deck** (54 cards): Each card contains informative sentences about the corresponding science.



Game Modes

1. Classic French Card Games

The blue and red cards are designed to be used as a traditional French deck. You can play classic games such as Scale 40, Bridge, Rummy, Poker, Solitaire and many others.



2. Guess Who - STEM Mode

Guess your opponent's chosen scientist!

Preparation

1. **Select 27** cards each from the blue deck and lay them out in front of you.
2. Each player draws a card from the red deck without showing it to the opponent. This is the scientist that the opponent will have to guess. Help yourself with the Digital Book or the Augmented Reality App if you do not remember the information exactly.

Rules

1. In turn, players ask a question to guess their opponent's scientist.
2. Applications may relate to:
 - Appearance: "Does he have glasses?", "Does he have long hair?".
 - Biographical data: "Is he French?", "Is he from the 1800s?".
 - Fields of study: "Is she a physicist?", "Did she win a Nobel Prize?".
3. Each answer must be **Yes** or **No**.
4. Use the information to delete non-matching cards.
5. The winner is whoever first guesses the scientist of the card from the yellow deck chosen by the opponent.



Suggestions for facilitating play

- Use **counters** to cover eliminated cards or turn them face down.
- At the beginning of the game, agree on the maximum number of questions

3. STEM trivia

Test your knowledge of science and its discoveries!

Preparation

1. Shuffle the yellow bundle and place it in the centre of the table with the back side up.
2. Place the cards of the blue deck all face up on the table, clearly visible.
3. The player on duty draws a card from the yellow deck and reads one of the sentences.

Rules

1. In turn, players try to guess the science corresponding to the information card drawn.
2. If a player guesses correctly, he keeps the blue card as a point. If he makes a mistake, the yellow card is put back under the deck.
3. Whoever collects the most blue cards within an agreed number of turns wins.

Variants

- For a more complex challenge, read all the sentences on a yellow card before guessing.
- Work together to guess the maximum number of scientists



General Tips

- **Educational involvement:** Use the information to delve into the biographies of female scientists.
- **Adaptability:** Customise the rules according to the preferences of the group.
- **Modularity:** Try to create your own version of the game.
- **Duration of matches:** Decide in advance the number of rounds or points to determine the winner.
- **Information about female scientists:** Refer to the Digital Book or the Augmented Reality APP for information about female scientists.





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