

5th National Networks Meeting

Good Practices Odyssey

Game Instructions

19-20 March 2025



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Aims

- Exploring the process of identification, collection and dissemination of GPs.
- Peer-to-peer learning of NNs about their work with good practice projects.

Introduction

- The goal of the game is to guide NNs through the Good Practices' (GPs) projects identification, collection and dissemination process. At each stage, they must decide and agree on the most efficient way to proceed, based on their experiences.
- The game resembles the Odyssey – the journey leading through different stages of the work with good practices, often challenging and full of surprises.
- **This is a group exercise - the group works as one team. They don't compete within the group, or against other groups.**
- **There are no right or wrong answers. However, each answer needs to be jointly agreed by entire group.**

Game instructions

Introduction

1. Facilitator makes sure all is ready, game is well prepared, and the group is seated.
2. Facilitator shares the introduction (above) and let the groups in the room pick one of the scenarios (3 different options).

Starting with step no.1

3. Players begin by opening main card no. 1 to see what is requested of them. Then, they open all four option cards.
4. Facilitator can help them by reading the cards out loud for everyone to hear.
5. Afterwards, teams should jointly discuss their experiences and **collectively decide** which option card represents their preferred and most effective choice.
6. Once a choice is made, facilitator stick a small sticky dot to the selected card. In case they select 'Other' option card, the team lead (or facilitator) needs to write the own solution (with information on who and why) on a post it and stick it to the card.

Moving forward

7. Players can proceed to the next step. They open the next main card and follow the instructions. As before, they need to discuss and agree on the most effective approach.
8. In case players encounter an 'incident step' (main card no. 3, 6 and 8), they shall not open all option cards at once. On the opposite they need to randomly



choose one of the option cards and follow its instructions. The selected card remains opened.

9. If a team needs to go back to the beginning, then they are informed they can proceed quicker through the steps, but they can decide to change the options they picked previously, and they don't need to go through any previous incidents.

Continue:

10. Players should continue through the steps until they successfully reach the Finish.

Material

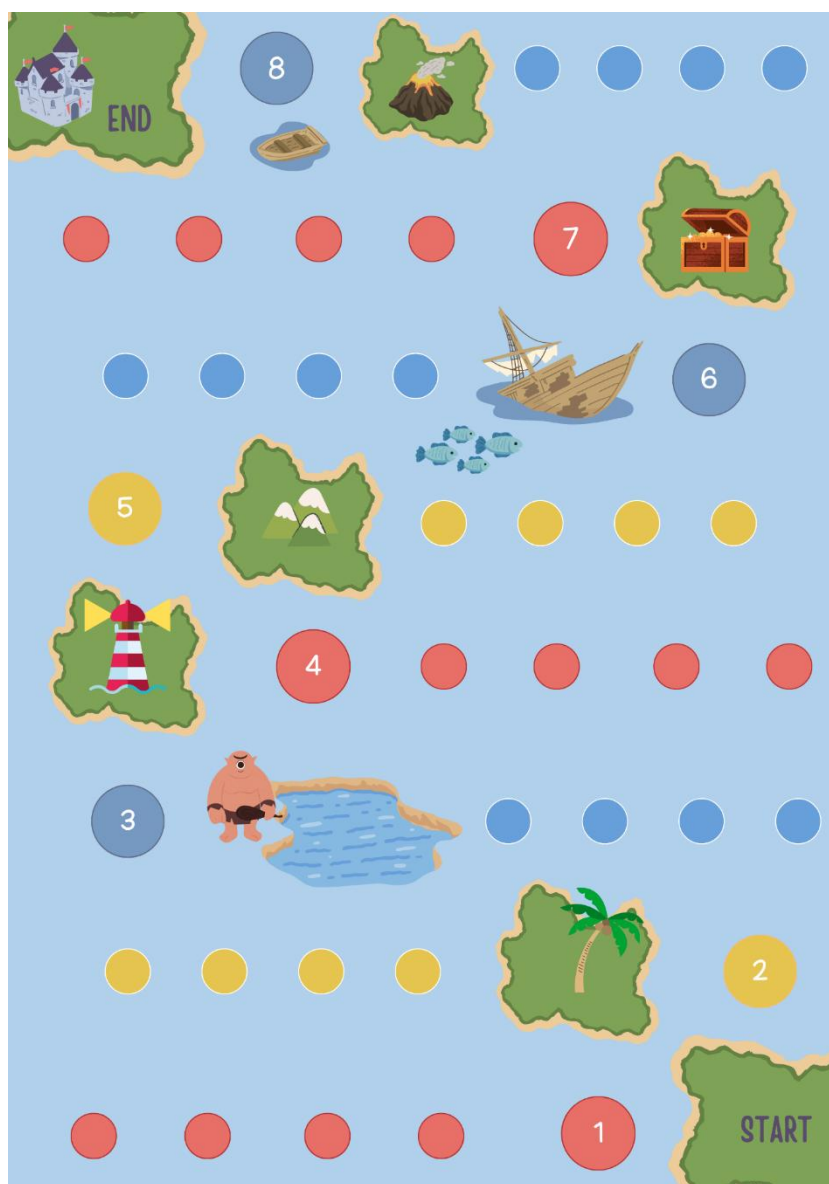
- Board game template in A1 size (see 'Materials for printing').
- Pack of 40 cards in A7 size (see 'Materials for printing').
- 3 situation cards (see 'Materials for printing').
- Small pack of A6 post-its, one colour.
- Pen.
- 20 sticky dots.
- Figure for movement on the board game.

Prompts for the reflections

- What did you learn from the process? What are the concrete solutions that you identified?
- Having played this game, do you feel more skilled to work on good practices?
- Was some of the common group agreements surprising or new to you?
- Could you share some of the 'Other' options you wrote down? Why did you decide to go for a different option?
- Is there something that you learned/that you will take into your work?



Board game template



Process and order of the cards

