

## Educational board game

# Talking Tailor

Number of players: 3 – 6

Age: ??-

Playtime: 30 – 60' + debriefing

### **Content:**

- Envelope with 10 pieces representing characters
- 120 pieces representing clothing items (clothes and accessories)
- 1 (custom) die
- 6 bulkheads
- 1 biological clock consisting track
- 1 biological clock clip
- 6 packs of 6 clothes and accessories markers

### **Set-up**

Arrange all clothes and accessories items in the middle of the table.

Each player places one bulkhead in front of themselves (between themselves and the items).

Without looking and showing it to the other players, each player randomly takes one character out of the envelope. The youngest one starts and moving clockwise direction.

Each player places their character behind the bulkhead, so that only they can see their own character.

### **How does it goes?**

Players will play 3 rounds. Each round consists of telling a story about the character in specific age stage:

1. Childhood
2. Teenage years
3. Young adulthood

Based on each story, two items that has to correspond to the story, are selected. Not every time will the owner of the character be the one telling a story for itself and selecting the items. The purpose of this is that players can influence your clothing as well. Who is telling a story and selecting an item for character, is explained below.

### ***Story telling rule***

Try to make it gender neutral. *The sentences that can help you are:*

*“Your character is a child who...”*

*“THEY like...”*

*“Your character is a person who...”*

*“THEY want...”*

The game starts with a character of a person, who went shopping last.

Story telling moves in clockwise direction. When all players finishes telling story for one stage, game continues to the next one.

### ***Who tells the story and selects the items:***

1. Childhood – the player on your left tells the story about your character and selects both items.
2. Teenage years – the player on your right tells the story about your character and selects the first item, second one is selected by you.
3. Young adulthood – you tell the story and select the first item, second item is selected by the other players together.

### ***What is the story about?***

Storyteller rolls the die and tells a story for a character, corresponding to the side of the die they rolled:

1. Social life (about character, characters family, friends, love life...)
2. Religion (characters religions, practising religion...)
3. Education / career (doing good/bad in school, what kind of career...)
4. Hobby (interest, like to do what, collecting...)
5. Influence of media / trends (following trends, social media, being part of subculture...)
6. Obstacles in life (discrimination, violence, abuse, addictions...)

### ***Dressing rules***

Each character can only have one item from each clothing category.

When you get or select the item, you put a marker of the category you got or took, on the bulkhead so everyone sees what your character already has.

Every round you put two markers on your bulkhead.

### ***End***

When all players finish with telling a story for the last stage, you tell your own version of the story for your character and reveal how it looks.

When everyone has seen all the characters, you vote for one:

- you think would fit best
- you think would have the most problems

in our (real life) society.

After that is time for reflection and debriefing.

### ***Reflection guidelines***

1. How did you feel when you were listening to the others telling a story about you?
2. What difference did it make when you were telling the story? What were you focusing on? What were your intentions to influence the game?
3. Who determined your character's gender and how? You, other players, or it wasn't determined? Based on what? How is the gender determination understood in real life?
4. What do you think about the voting? Why did you decide this way? Based on what?
5. Was there something surprising / unusual for you? In what way?
6. What have you learnt from this game?
7. How can you transfer it to real life situations?