

Shit happens			
Duration:	+20 - 30	Depending on number of cards you would like to discuss	
Number of players:	From 2	player/s of teams	
Materials/ Tools needed:	200 cards	200 cards	
Publisher:	Goliath	Goliath	
Game Designer:	?	?	
Language	English (a	English (also available in Dutch)	
Links:	https://wv	https://www.goliathgames.nl/shit-happens-nl/	

Type of game:	Main topic:
() board (x) card () role play () simulation () computer () Serious () Other	To make difference in experience and perspective concrete.

# **Short description/ Goal of the game:**

putting absurd situations in order of 'not so bad' (score 1) to 'the worst' (score 100).

#### Image:



# **Educational value/ Learning Objectives:**

• Because each player has their own row with cards, each player can give their own value to a situation. That's where the discussion can start.









# **Output PR3: Commented Game Collection**



- Because of the absurd situations it makes it easy to talk about the topics.
- From absurd situations the discussion can move on to relatable situations.









## Output PR3: Commented Game Collection



#### Recommendations for use:

- Please note that there are several versions of this game. The basic game is 18+ and you might want to scan the cards before using them.
- After playing a game and getting the mechanism, you can ask students to make some own cards e.g. 1 card for the range of 1-25 / 1 for 26 – 60 / 1 for 61-100

#### Pro's & Contra's:

## **Tips and Tricks for Facilitators**

#### How to adapt game for different groups, topics, occasions/needs

- Using arguments to support your opinion
- Discussion in groups

## **Feedback questions**

- Why do you think the group had different ideas about the ranking?
- After hearing the arguments of the other, do you want to put the card somewhere else in the ranking?

## **Further discussion topics**

What topics can we talk about in this group? And wouldn't be talked about?

#### **Notes & More Pictures:**







