



Decision making



Communication

## Title of the game

### Cake of values

Students specify parts (ingredients) of different values such as friendship

Recommended age for this game:

9+

Duration:


20-45 min



Number of Students:

4+

Game Use:

 In the classroom



## Instructions:

First, the teacher asks students to name the ingredients of some simple recipe such as pancakes or gingerbread.

Then we transfer the question into abstract values and instead of pancakes we are looking for ingredients of a "successful football team", "happy school classroom", "parenthood", "friendship", "European citizenship" etc.

The older the students, the more abstract and complex the "recipes" can be. Students can work in groups of 4 and then compare their recipes.



## Materials:

Big sheets of paper (A3) for the cakes, drawing utensils



## Tips for the game:

- Prepare enough different "cakes" - topics, starting from easy to more complex.



## Reflective questions for students:

- what values are most important for you?
- what values did you agree on?
- what values you disagree about?