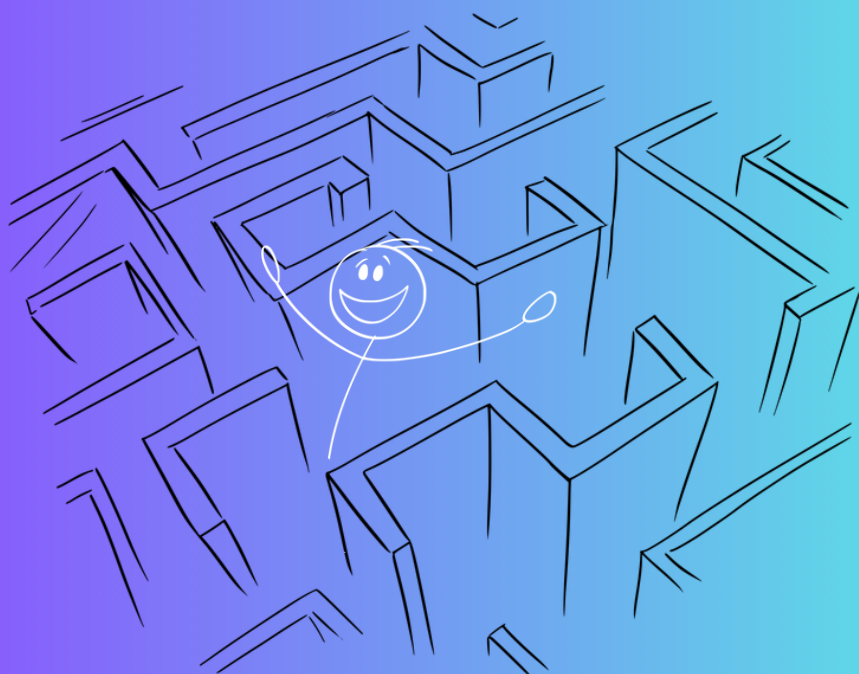


SCENARIO CARDS

FOR FACILITATORS AND COAHCES



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INSTRUCTIONS

Players: 2-8 people

Setup:

- Shuffle all 15 cards and place them face down on the table
- You can sort them by category or mix them all together

How to play:

- The current player picks a card and reads it out loud

Check the question at the bottom of the card:

- If it says "You have 10 seconds. Go." : the clock starts immediately, answer fast
- For all other questions: you have 60 seconds to think



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INSTRUCTIONS

How to play:

- The group discusses the answer, different approaches, alternative solutions
- The group votes for the strongest response and explains why
- The turn passes to the next player

Scoring:

- 1 point for the most convincing response, chosen by group vote
- 1 bonus point for the most creative solution
- The player with the most points wins

Reflection questions:

- "Have you faced a similar situation? What did you do?"
- "What would you do differently next time?"
- "What support would you need in this moment?"



EQUAL PLAY



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1

SITUATION

During a warm-up drill, you give instructions to the group. Everyone starts moving, except one participant, who stands still and looks around, confused. He is new and doesn't speak the language.



EQUAL PLAY

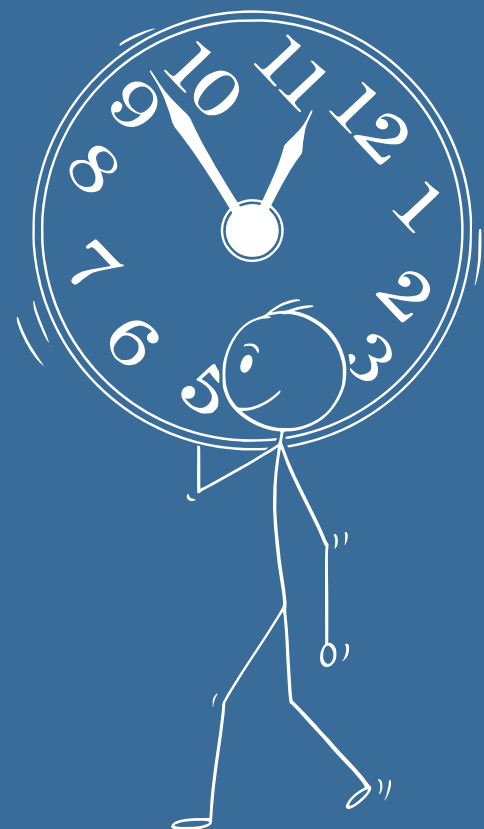


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1

YOUR CALL

You have 10 seconds. Go.



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SITUATION

You explain a new exercise three times. A participant keeps doing it wrong. You're not sure if she doesn't understand the instructions or if she's doing it her way on purpose.



EQUAL PLAY

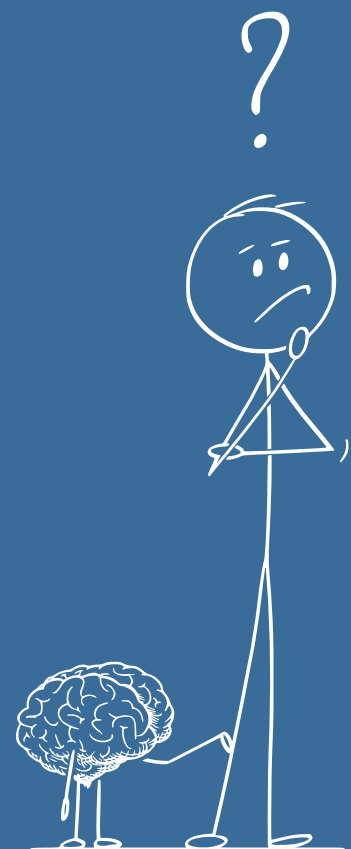


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2

YOUR CALL

What's your call?



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SITUATION

Two participants are whispering and laughing during your instructions. You later realize they were translating for each other but the rest of the group thinks they were being disrespectful.



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YOUR CALL

The group is looking at you. What happens next?



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SITUATION

A participant approaches you after the session. Using gestures and broken words, he tries to tell you something important but you can't understand what he means



EQUAL PLAY

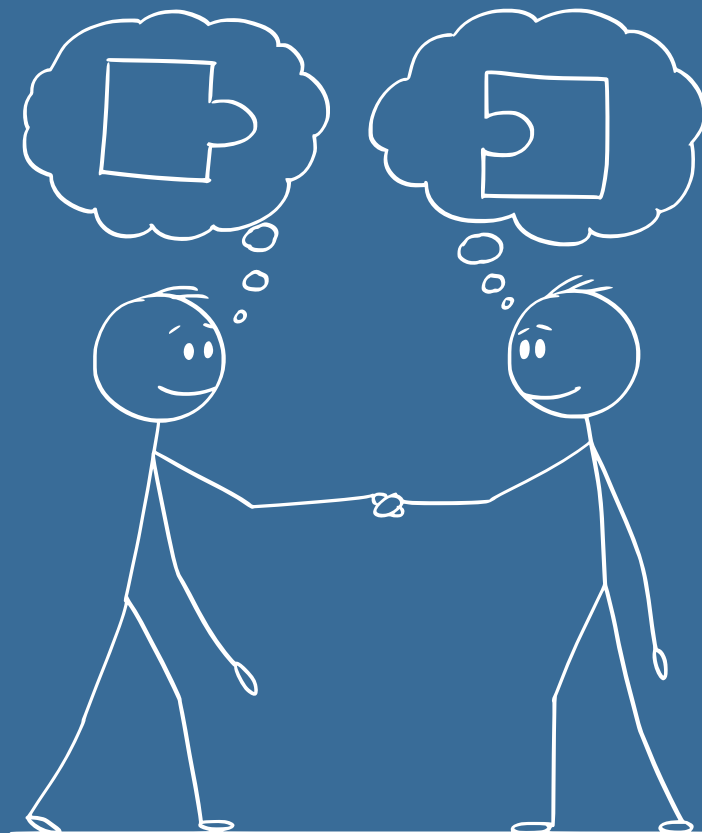


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YOUR CALL

He's still trying. What do you do?



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SITUATION

You prepare a handout with session rules and safety instructions. You realize halfway through that three participants cannot read the language it's written in.



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YOUR CALL

The session is already running. Your move.



EQUAL PLAY



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SITUATION

You divide the group into pairs for a contact drill. A female participant quietly steps back and avoids being paired with a male teammate. She doesn't explain why.



EQUAL PLAY

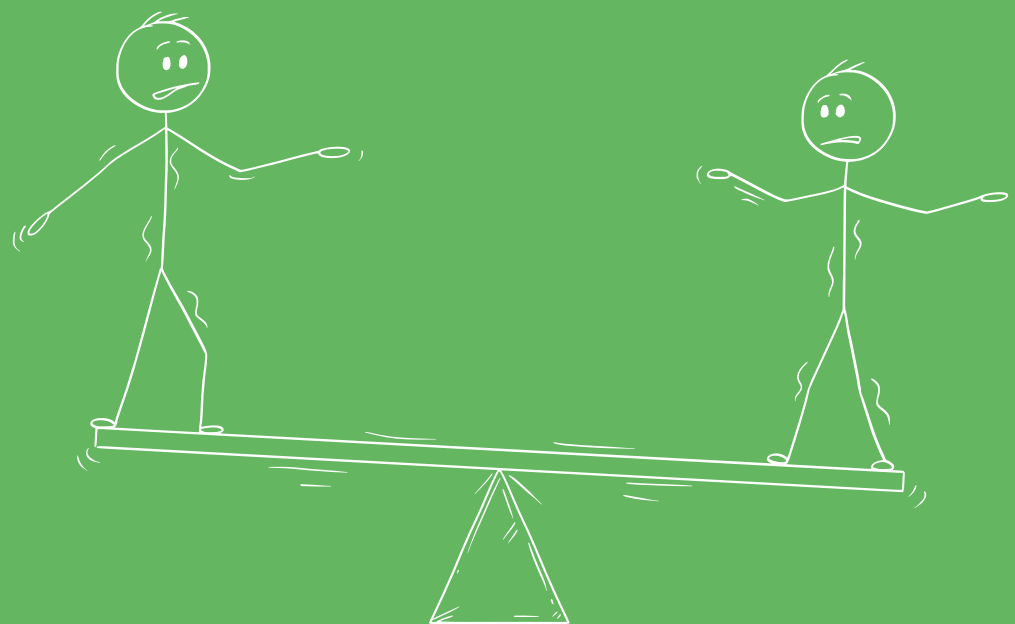


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YOUR CALL

What do you do?



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SITUATION

A participant refuses to wear the team jersey. Other players are annoyed. You later learn it conflicts with his religious beliefs, but he never said so.



EQUAL PLAY

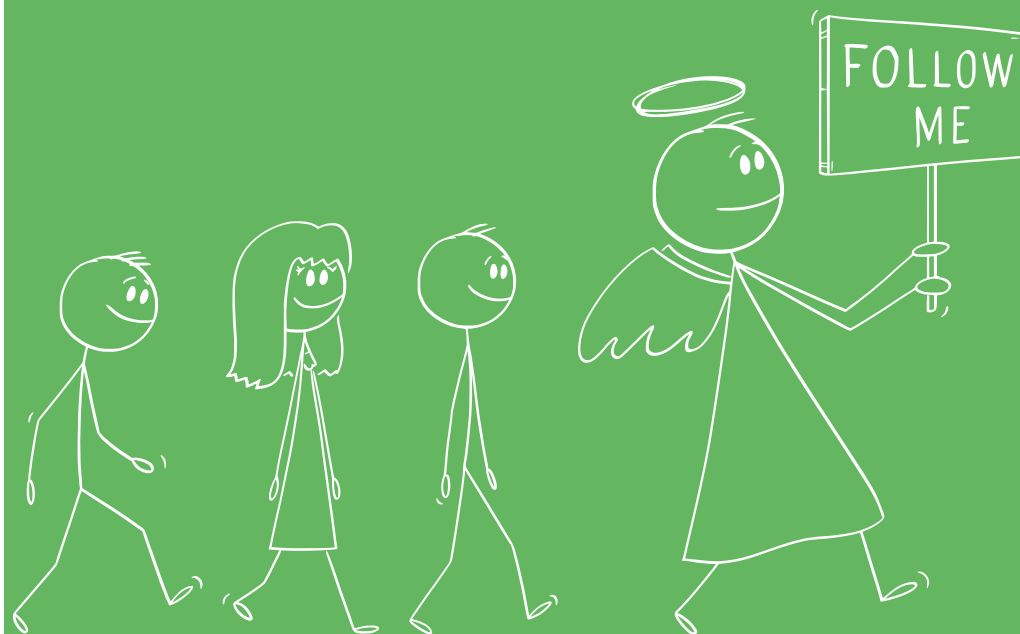


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7

YOUR CALL

The team is waiting. What happens next?



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SITUATION

During a celebration after a goal, teammates hug each other. One participant stiffens and pulls away. Others start to notice and whisper.



EQUAL PLAY

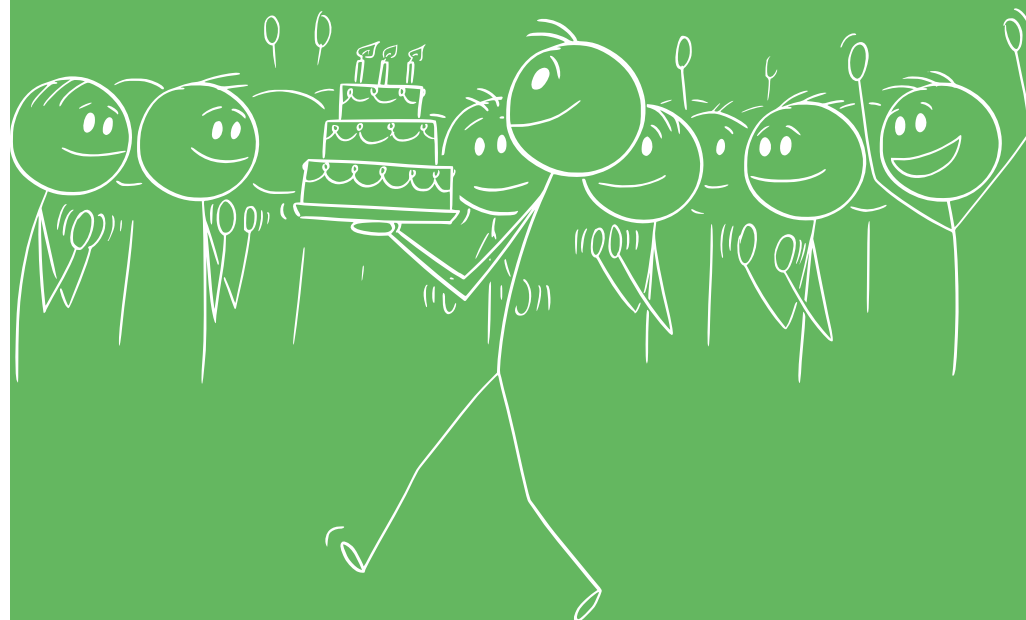


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8

YOUR CALL

This moment defines the group. What do you do?



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SITUATION

You use humour to energise the group, a joke that everyone laughs at, except one participant, who looks uncomfortable. You're not sure if it was a language issue or something deeper.



EQUAL PLAY

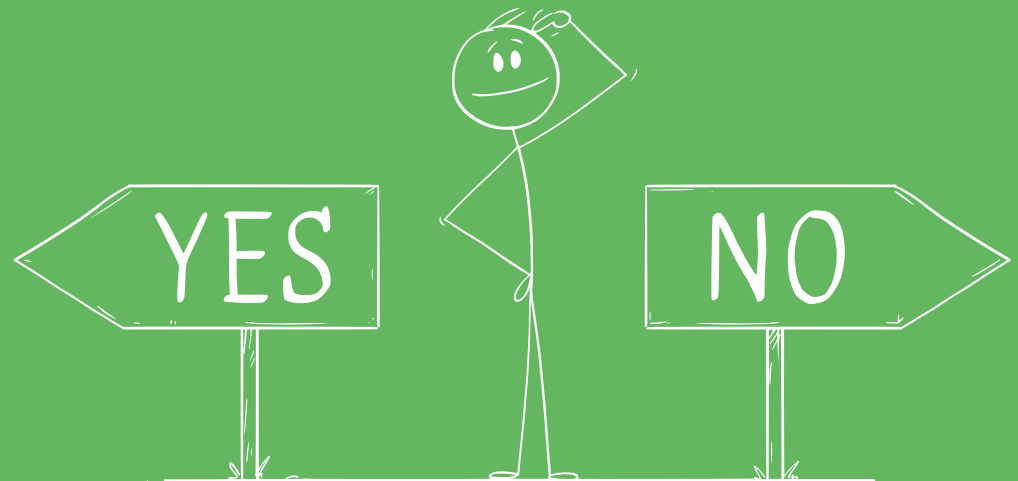


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9

YOUR CALL

Do you stop? Do you move on? You have 10 seconds.



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SITUATION

A participant always arrives 15–20 minutes late. Others are frustrated. When you speak to him, you learn that punctuality is understood very differently in his culture and he genuinely didn't know it was a problem.



EQUAL PLAY

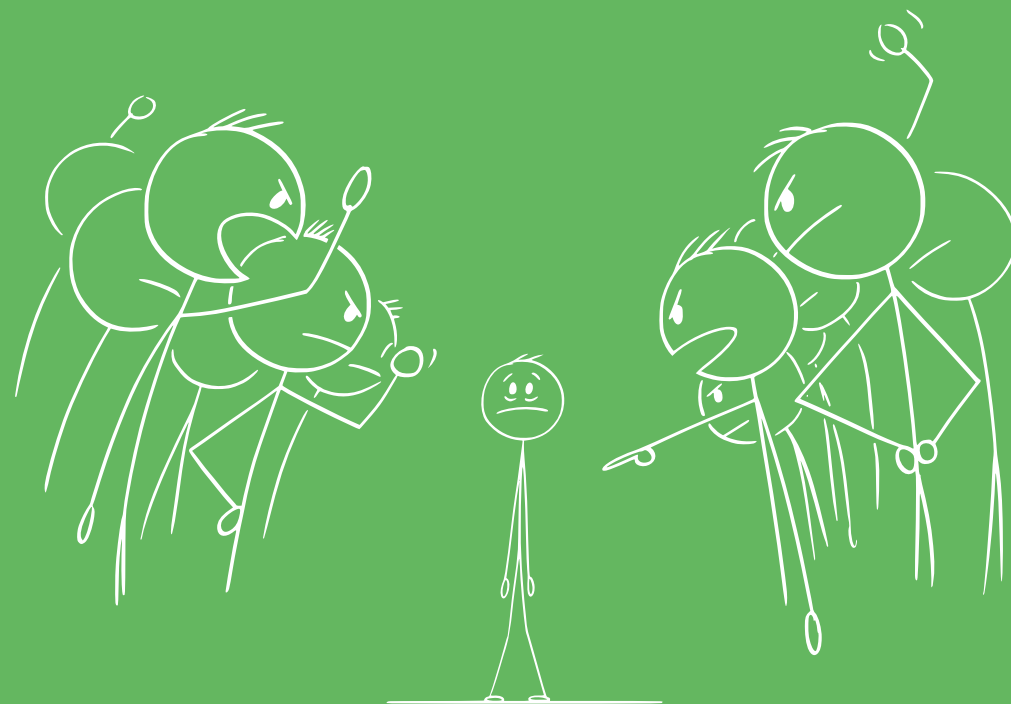


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10

YOUR CALL

The group's patience is running out. Your move.



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SITUATION

You notice that the same participant is always picked last when teams are formed. He laughs it off, but you've seen it happen every single session.



EQUAL PLAY



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11

YOUR CALL

**Everyone is watching.
What happens next?**



EQUAL PLAY



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SITUATION

During a team activity, a small group of participants keeps speaking in their own language, excluding others. The excluded participants look uncomfortable but say nothing.



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YOUR CALL

The group is splitting.
What do you do?



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13

SITUATION

A long-term participant tells you privately: 'Since the new people joined, the sessions don't feel the same anymore.' She's not being aggressive, but she's clearly unhappy.



EQUAL PLAY

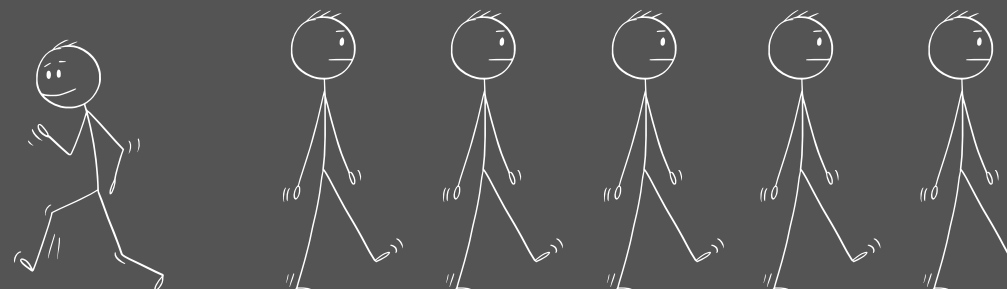


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13

YOUR CALL

This moment defines your group. What's your call?



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14 SITUATION

After a session, a participant approaches you privately and says another player made a comment about where she comes from. She asks you not to make it a big deal, she just wanted you to know.



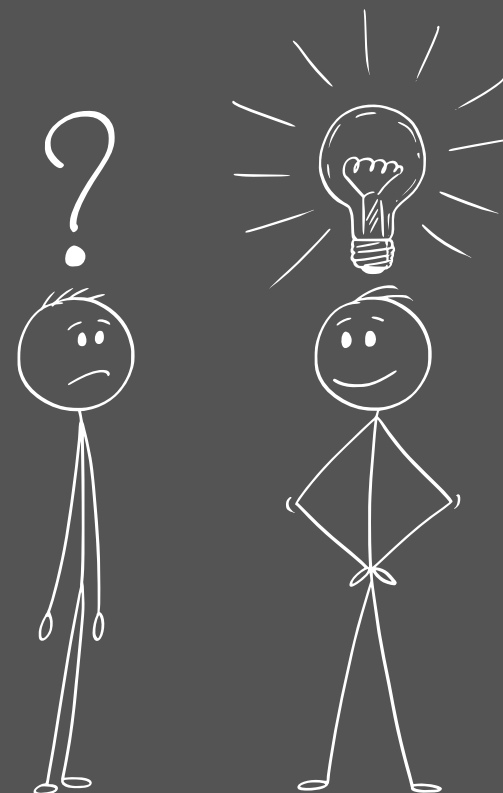
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14 YOUR CALL

She trusted you with this.
What do you do next?



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15

SITUATION

You realise that one participant has been quietly dropping out, missing one session, then two, then three. No explanation. No conflict. Just gone.



EQUAL PLAY

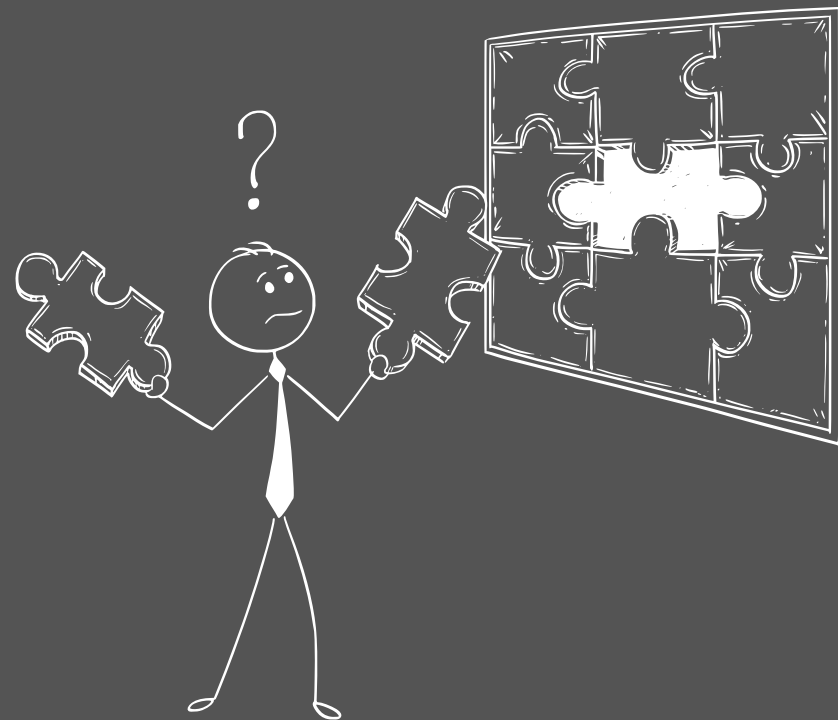


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15

YOUR CALL

**It's not too late. Or is it?
Your move.**



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