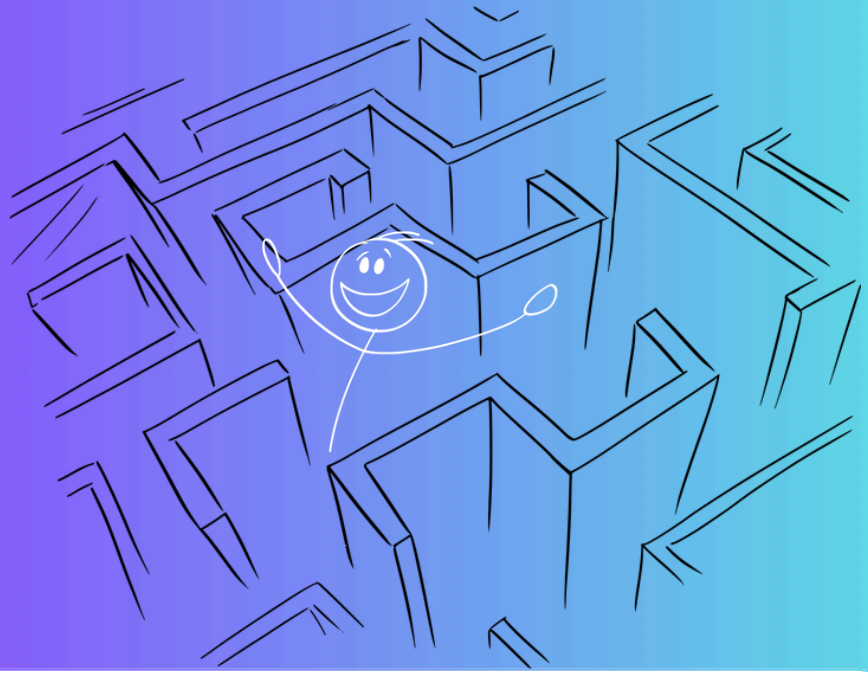
SCENARIO CARDS

FOR FACILITATORS AND COAHCES



EQUAL PLAY

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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?"

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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.

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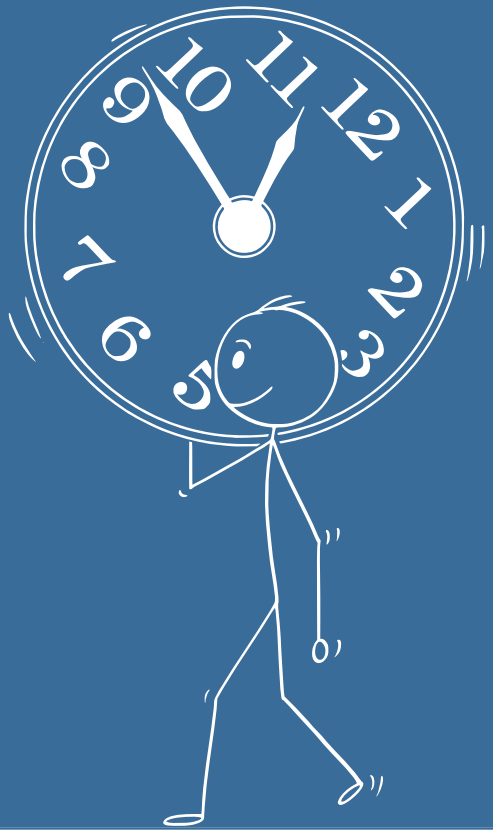
1 YOUR CALL

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.

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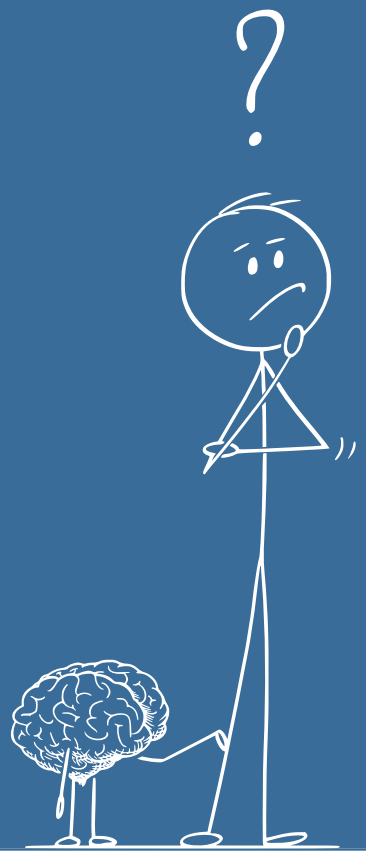
YOUR CALL

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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4 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

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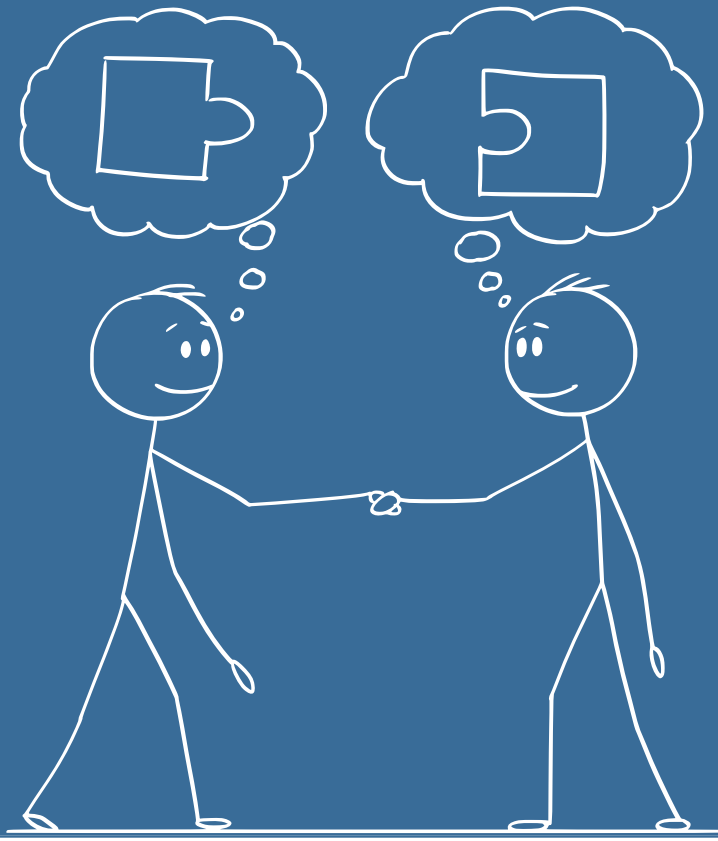
4 YOUR CALL

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.



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6 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.

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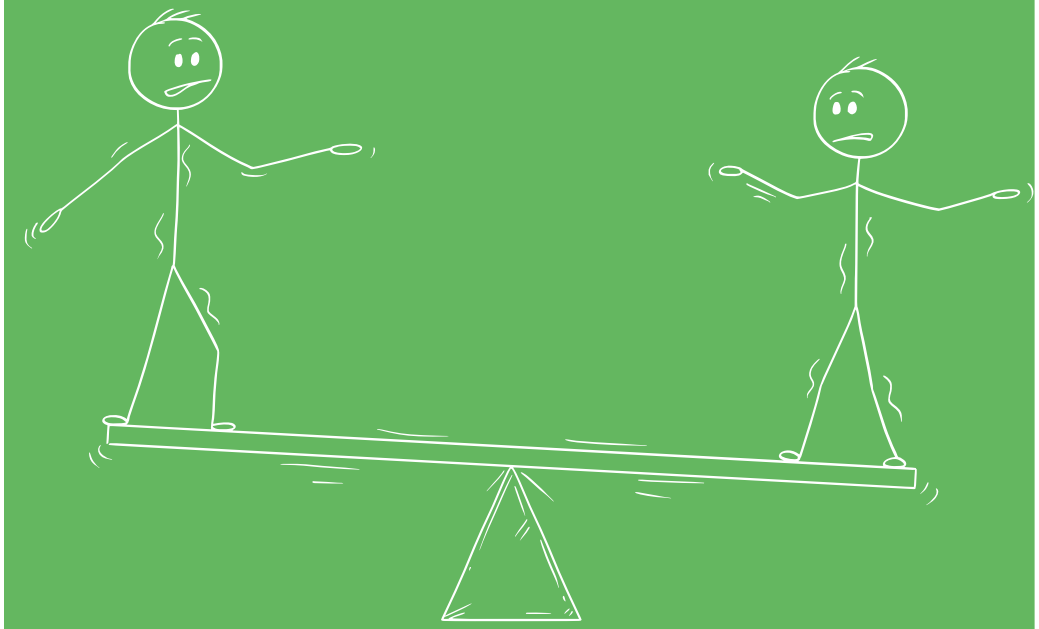
6 YOUR CALL

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.

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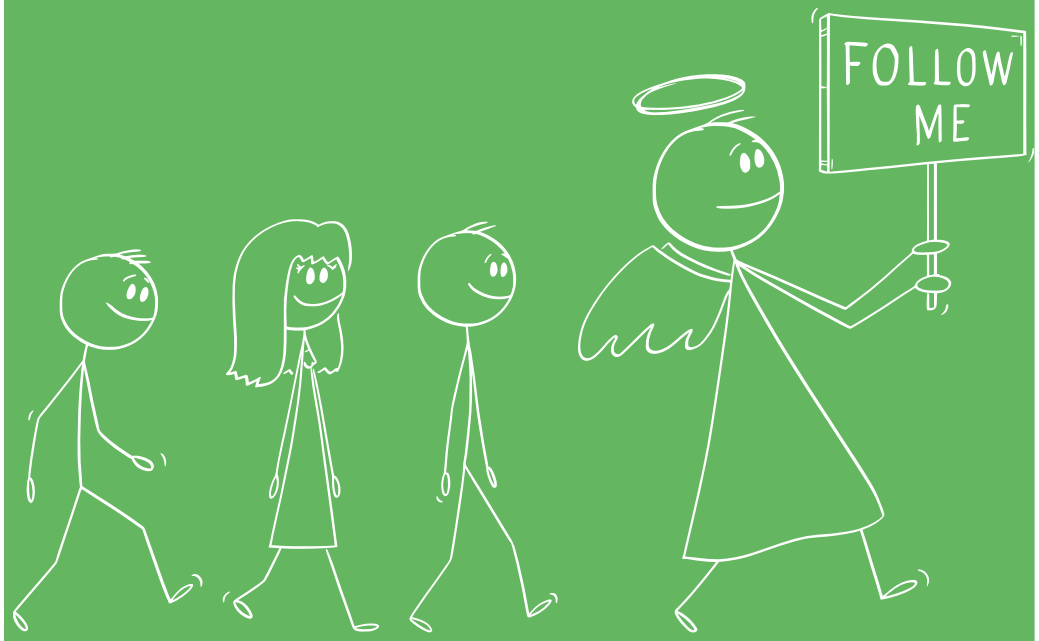
YOUR CALL

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.

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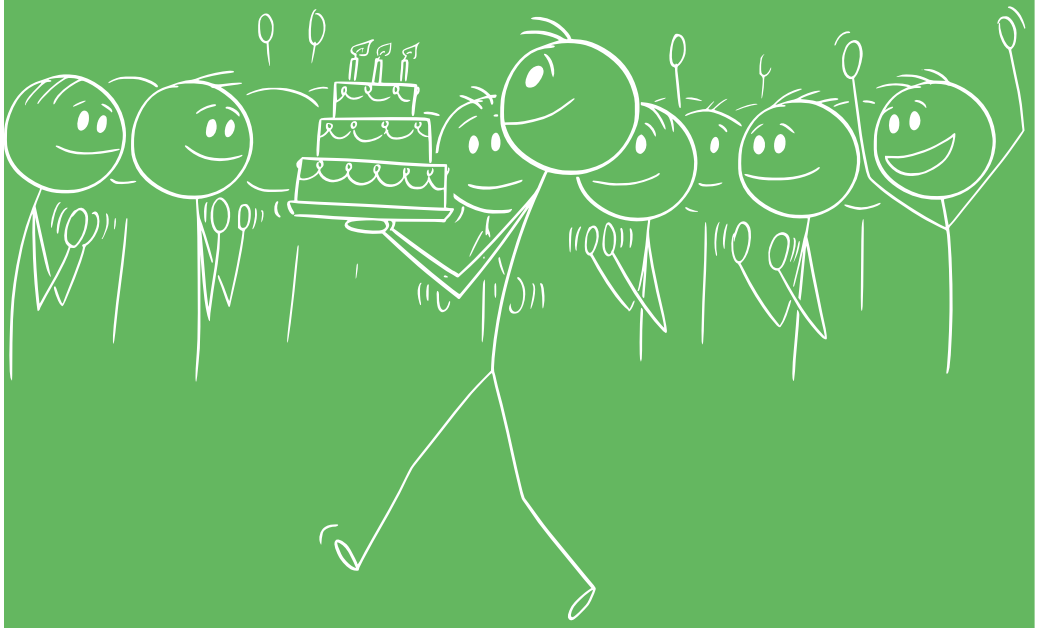
YOUR CALL

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.

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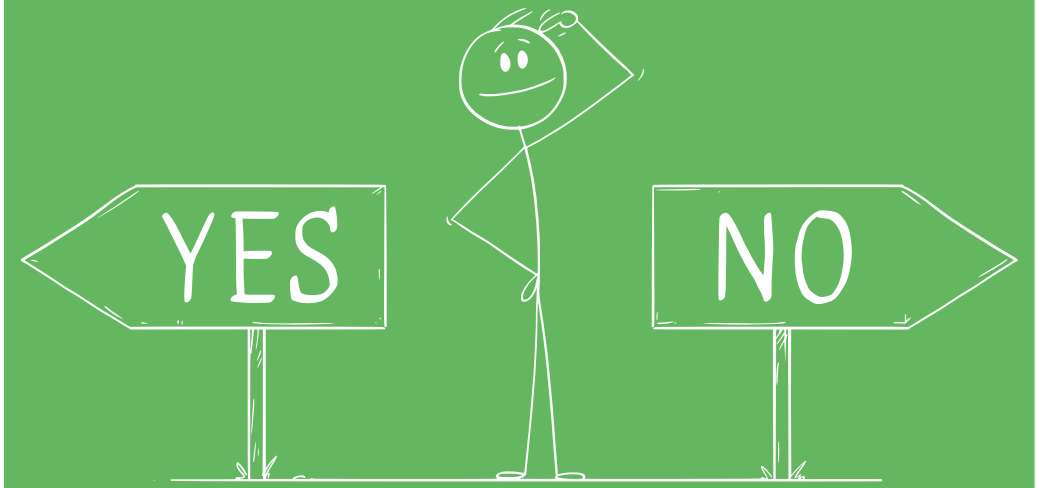
YOUR CALL

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.

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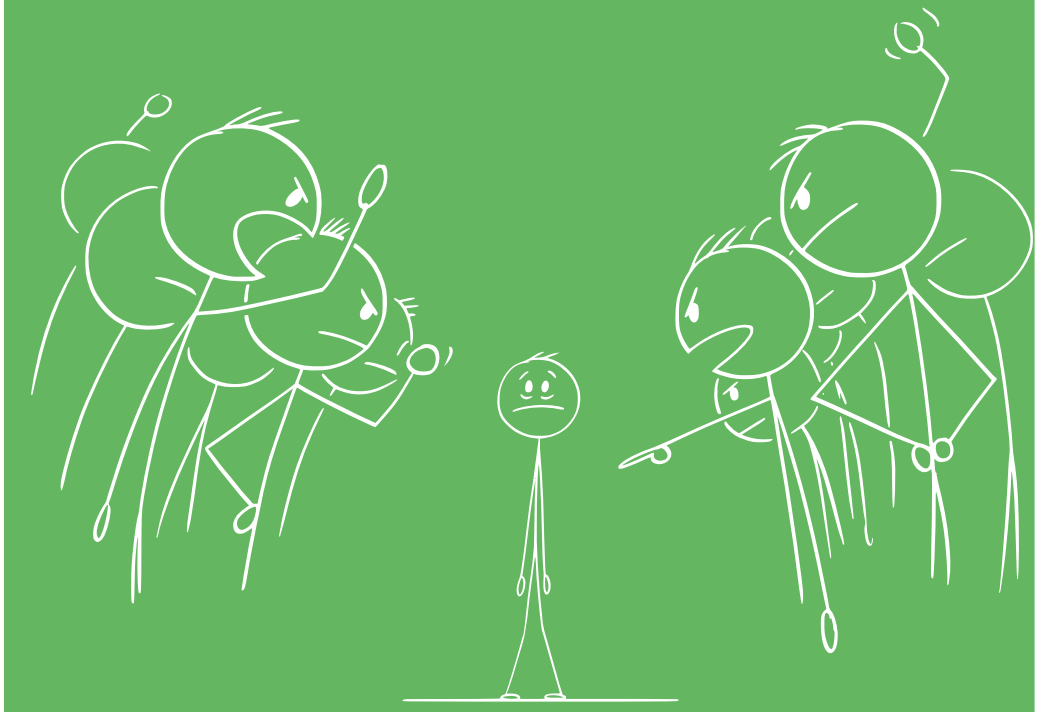
YOUR CALL

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.

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YOUR CALL

Everyone is watching. What happens next?



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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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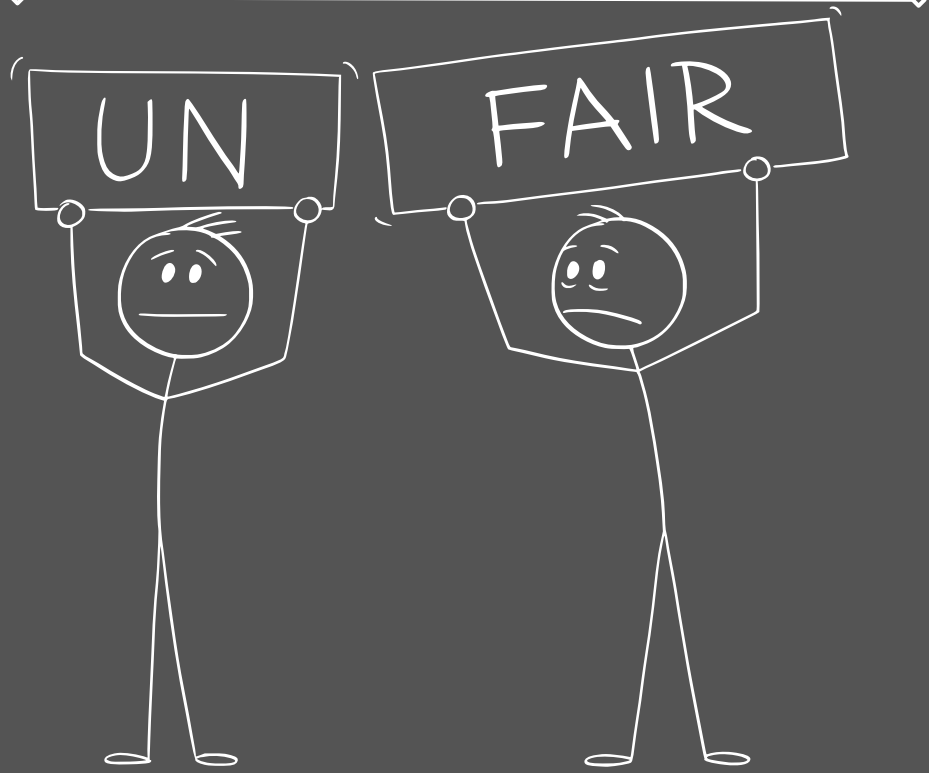
YOUR CALL

The group is splitting. What do you do?



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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.

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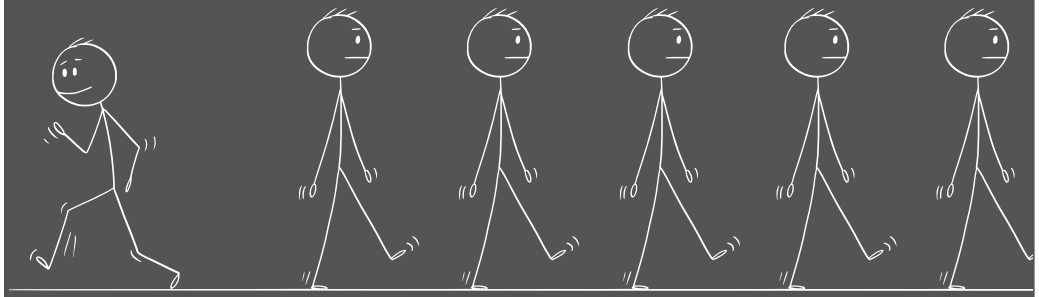
YOUR CALL

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



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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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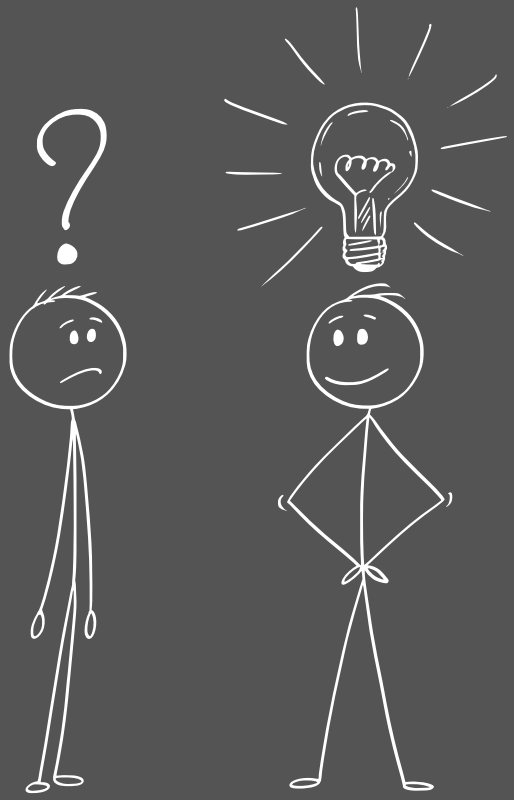
YOUR CALL

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



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SITUATION

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

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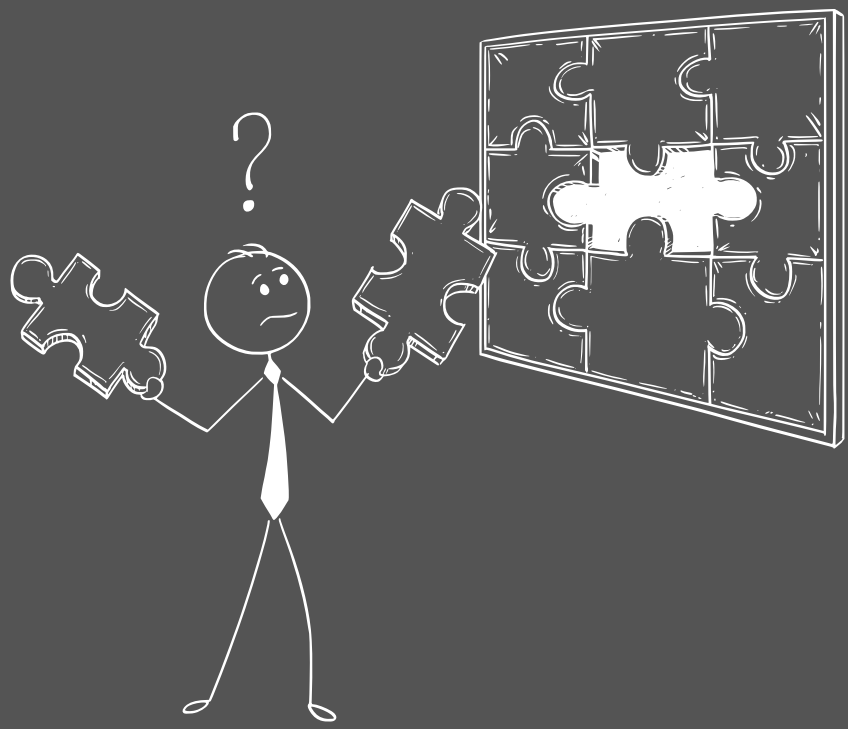
YOUR CALL

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



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