

Print & Play **DATABI**

Preparation

Ensure that you have access to a high-quality printer and paper of the appropriate thickness to print the cards. We recommend you use A4 paper, cardstock, or photographic paper of 80gsm or more.

Print the Cards

Print the cards onto A4 paper, ensuring that you select the option to print at actual size, or no scaling. This guarantees that the cards will be printed at the correct dimensions. If your printer has the option to print double-sided, you can select this to print both the front and back of the cards onto a single page. If you do not use this option, you will need to print the face and back of the cards separately.

Cutting the Cards

Once your printed cards are dry, use a ruler and a cutter, or a guillotine to cut the cards out. Make sure to follow the cutting lines indicated within the PDF file and cut as accurately as possible to create cards of uniform size. If you prefer your cards to have rounded edges, you can then use a rounded corner cutter to give them a more professional finish.

Sleeving the Cards (Optional)

Once you have cut out your cards, you may place them into transparent protective sleeves of standard playing card size. If you have printed your card double-sided, place one card into a single sleeve. If you have printed the front and rear of your cards separately, you will need to match the front of each card with the corresponding card back before placing into the sleeve.

Game Instructions

You may print the instructions onto a sheet of A4 paper for use as reference when playing the game if you wish. However, we advise you read them in digital format to help protect the environment.

Small Boards and Game Sheets

You need only print these single-sided and cut along the cut marks.

INDEX

Instructions _____	2
Cards _____	8
Boards _____	20



Dali Data Literacy for
Citizenship Project Number:
2020-1-NO01-KA204-076492



dalicitizens.eu
@DaLi_Citizens

DATABI

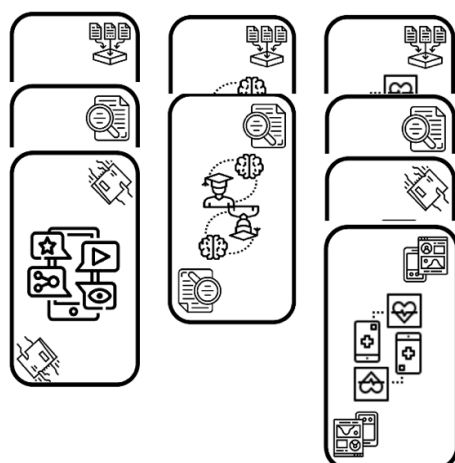
Learning aim

Understanding your influence on peers or stakeholders to help them understand the potential and applications of data.

Elements of the game:

- 45 cards divided into 5 categories. In each category there are:
 - 3 cards from Level 1 Collecting data, so 15 in total across all categories.
 - 3 cards from Level 2 Analyzing data, so 15 in total across all categories.
 - 2 cards from Level 3 Sharing data, so 10 in total across all categories.
 - 1 card from Level 4 Publishing data, so 5 in total across all categories.
- A life and clue board or something similar of your choosing to take notes (e.g. a notepad)
 - Only one for all players
- A memory helper per player who needs it.
- A counter for keeping track of used items (you could use legumes!).

Goal of the game:



Databi is a cooperative game, which means all players are on the same team. The team's goal is to achieve sequential ordering of the four levels of data processing in each of the categories. Therefore, 5 piles of cards will be created on the table, one per category, and all players will have to complete the five piles with the cards following the order of the data processing levels. The order of the categories is 1) collecting data, 2) Analyzing data, 3) Sharing data, and 4) Publishing data.

The cards include two elements. The category of the data is displayed in the center, and the

level of data processing is displayed in the top right and bottom left corners.

Data category



Nature Economy Physiological Learning Social media

Level of data processing



Level 1: Collecting Data



Level 2: Analyzing Data



Level 3: Sharing Data



Level 4: Publishing Data

Preparation:

Shuffle the cards. Depending on the number of players, you must distribute the following cards to each person:

- 2 or 3 players: 5 cards
- 4 or more players: 4 cards

Important Unlike other types of card games, you are not permitted to see your own cards. Therefore, each player must take the cards in their hands with the *backs* of the cards facing towards them. The other players must be able to see the other players' face cards, but not their own.

The life and clue board includes these elements of the game, that are shared by all the players:



Clues

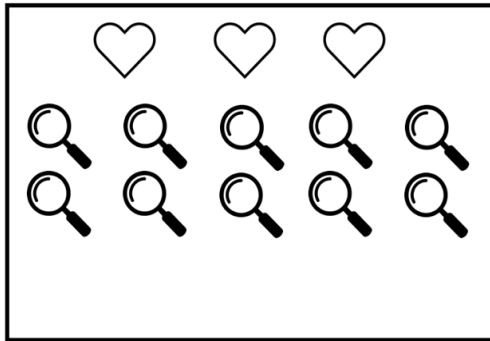
You all start with 10 clues. You must note down each time that a clue is used, (for example, by crossing out or placing one of the counters on the corresponding magnifying glass).

You also need to note down when you win a clue (when someone discards a card the team obtains a clue). You can move forward or back your counter to track the clues you have or you can write it down in the blank space below.



Lives

You all start the game with 3 lives. These lives can't be recovered. You must cross a heart each time you lose a life.



If you don't have the life and clue board don't worry, you can always use paper and a pen or even make notes on your phone to keep track.

Who starts?

There are different ways to decide who starts:

- The player who has the most applications installed on their phone.
- The player who has spent the most screen time the previous day
- Or you can select randomly using a tool such as: wheelsofnames.com

After that, take turns in a clockwise direction for the rest of the game.

How it's played:

Each turn you should choose between the following actions:

To give a clue ○R **To discard a card** ○R **To play a card**



Clue about category
○R
Clue about level
○R
Clue about what there isn't

To give a clue

Each time you give a clue you should say to the other players which card or cards you are referring to. If your clue is a condition that several cards of the other players include, you must point out all the cards that follow that condition.

You can give a clue to a player, but only one per turn. The clue can be one of the following options:

Clue about a data category

The player who gives the clue should look for a way to describe the data category, **BUT** isn't allowed to mention the name of the category.

Example

From Laura's four cards, two of them are from the Nature category, another from the Learning category and another from the Economy category, so you decide to give a clue about the Nature category: "You take into account this data when you go on a trip to the mountain". If

Laura understands you correctly, she will understand that the two cards pointed to while saying the clue are from the Nature category.

Clue about a level of data processing

The player who gives the clue can say **directly** which level of data processing the card or cards belong to: collecting, analyzing, sharing, or publishing.

Example

From Laura's four cards, three of them belong to the Collecting level and another one to the Sharing level, so you decide to point out the cards from the Collecting level and tell her that those three belong to that level.

Clue about what there isn't

You can also give clues about what a player doesn't have among their cards.

Example

In the previous example, you can indicate that Laura doesn't have any card from the Publishing level.

Don't forget to take note when you use a clue.

To discard a card

You can't see your card until you decide to discard it. Once you discard it, you put your card face up, so that you and all other players can see it, and you place the card on the discard pile.

Don't forget that discarding a card means you gain a clue, so write it down on your notepad to keep track of your additional clues.

To play a card

When you play a card, two situations can happen:

1. The chosen card is correct

Congrats! Take a new card without seeing it and move on to the next player's turn.

2. The chosen card is incorrect

Oh no! You all lose a life. Take a new card without seeing it and move on to the next player's turn.










End of the game:

The game can finish in three different ways:

1. You have lost all of your lives. Sorry, the game is over. This is the only way you can lose.
2. You all completed all the categories... you are the winners!
3. Someone has picked up the last card from the deck, the game is almost over. It's the final round. After that, you should count the points: one point for each card that has been played correctly.

Extras:

Memory helper

	1 	2 	3 	4 
				
				
				
				
				

If you want to be focused on your creativity to give clues and your data literacy, it is recommended to use the memory helper.

The memory helper is a table with the categories and levels of data, and you can use it with counters or small objects that you can move. Each time you receive a clue about your cards, you should place a counter on the clue someone gave to you. This way, you can create your own strategy for representing the clues on your memory helper. For example, if you receive a clue about two cards from the ‘collecting data’ category you can place two counters on that symbol. Later, when you receive a clue about the category of one of them, you can move the counter to the corresponding

category.

Too easy?

If the game is too easy you can describe the level of data processing instead of saying it directly. In this case, you’ll have to say previously which kind of clues you are going to give: data category or level of data processing.

For example:
 From Laura’s four cards, three of them belong to the Collecting level and another one to the Sharing level, so you decide to point to the cards from the Collecting level and tell her: “This is a clue about the level of data processing. In order to work with this data, I’ve completed a questionnaire” and you point to the various cards.

Still too easy?

You can increase the level of difficulty even more by describing both the data category and the level of data processing, BUT without telling which kind of clue you are giving, so the other player must understand the clue, but also understand the *kind* of clue (level or category).

DATABI Adaptations:

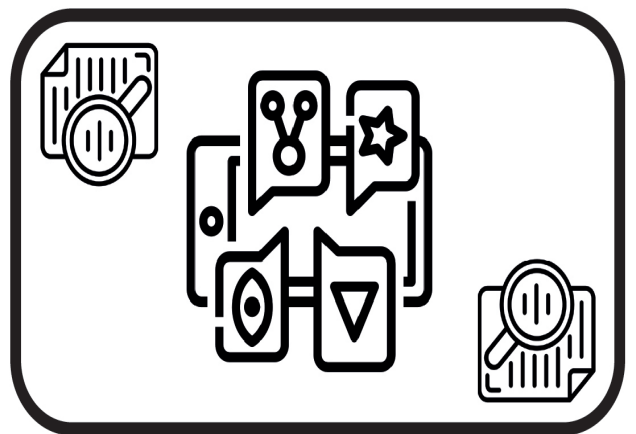
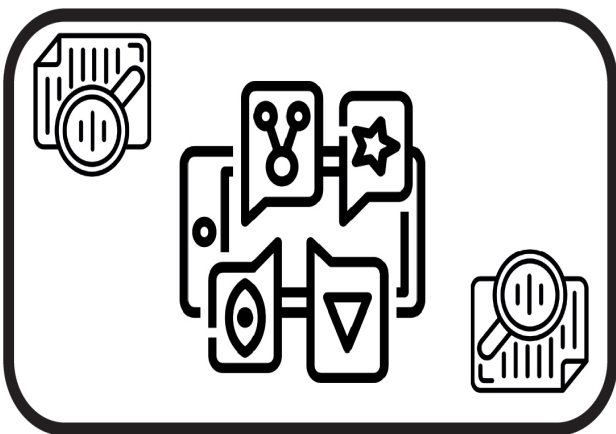
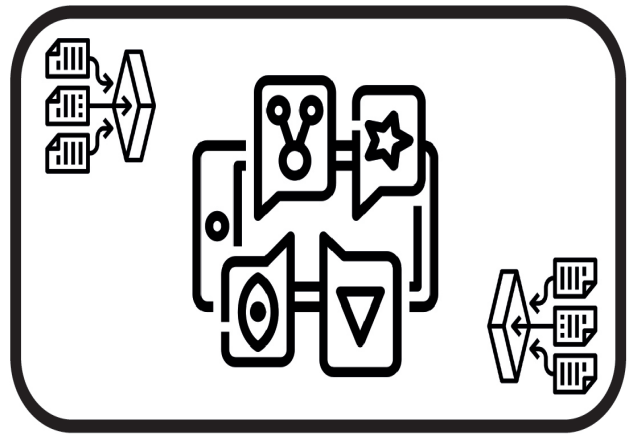
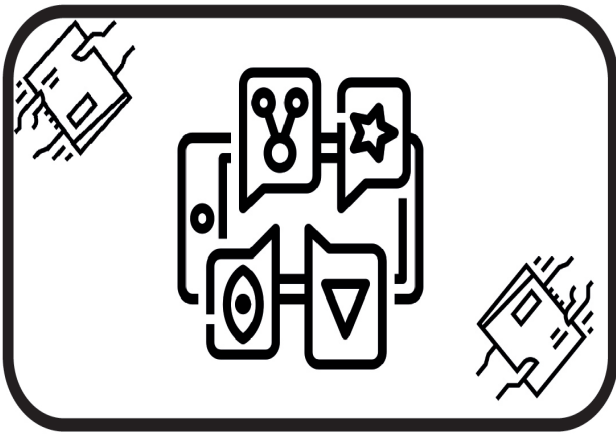
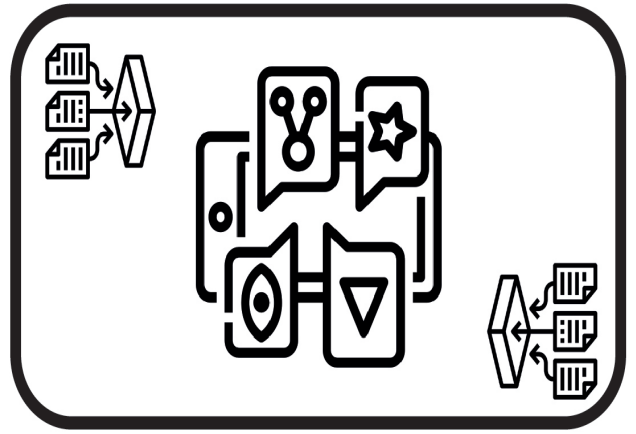
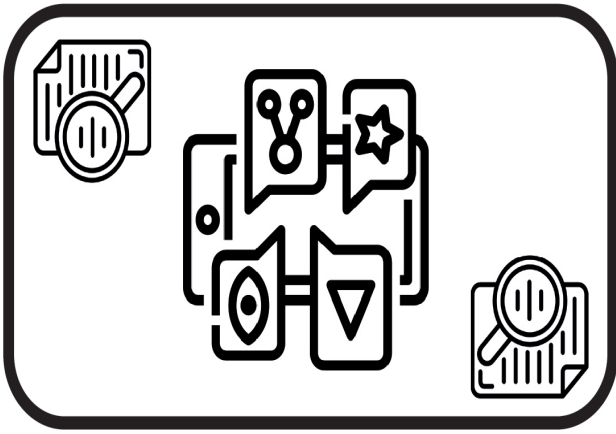
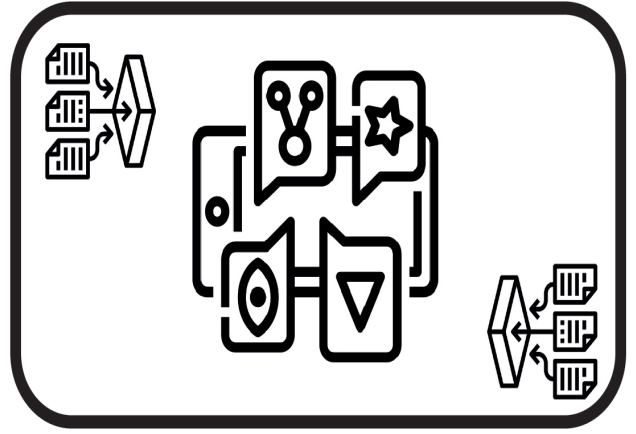
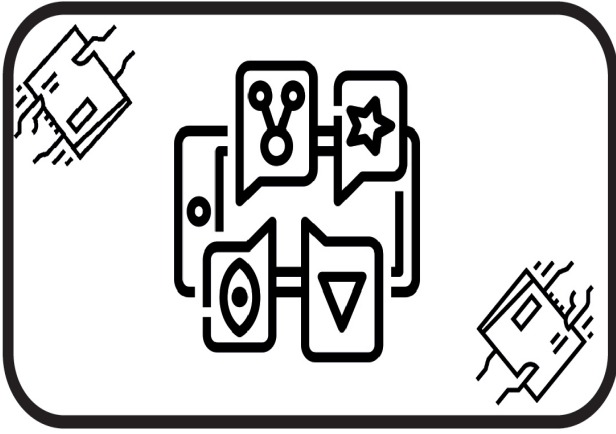
The Memory Helper is a DATABI adaptation to make the game as playful and fun as possible.

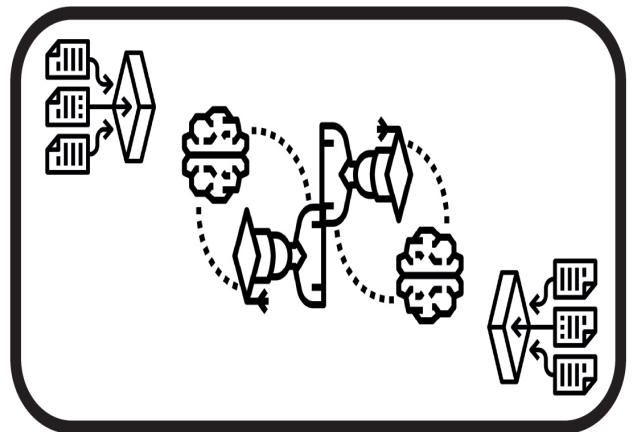
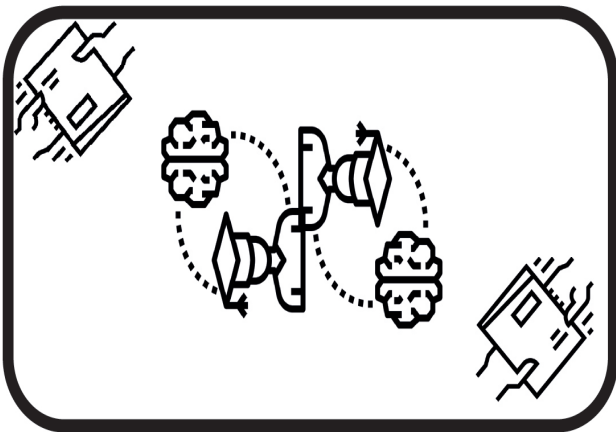
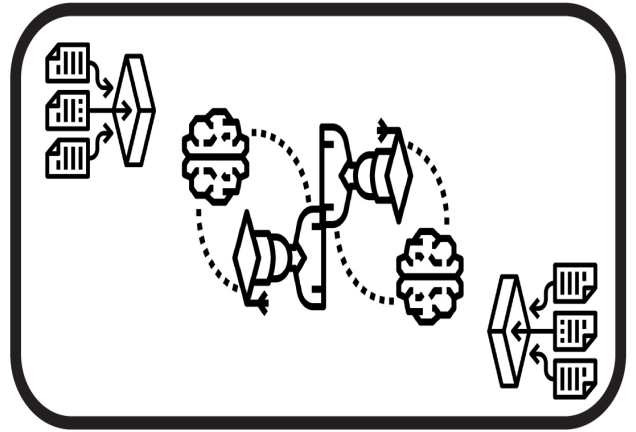
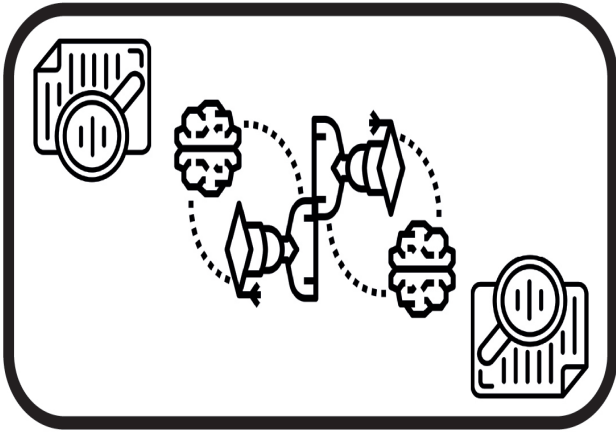
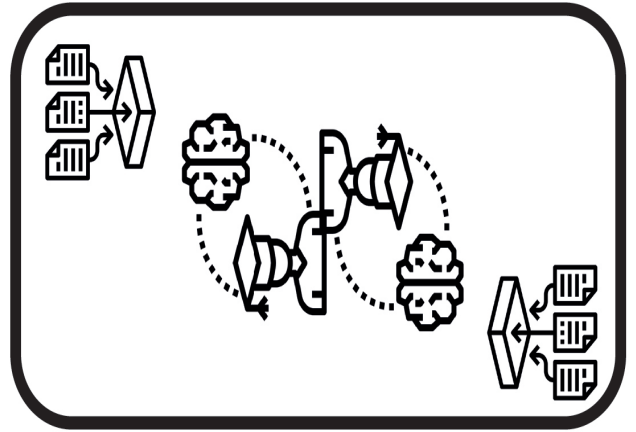
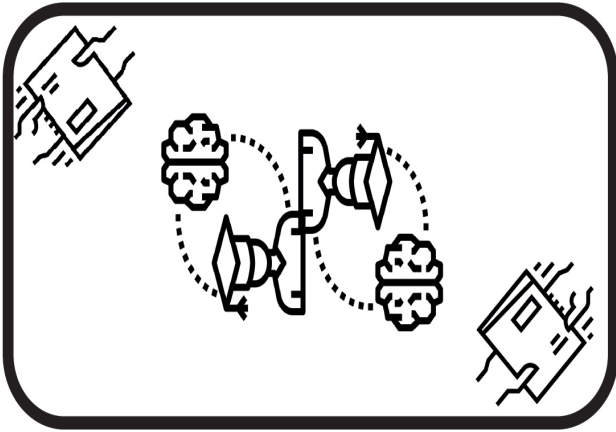
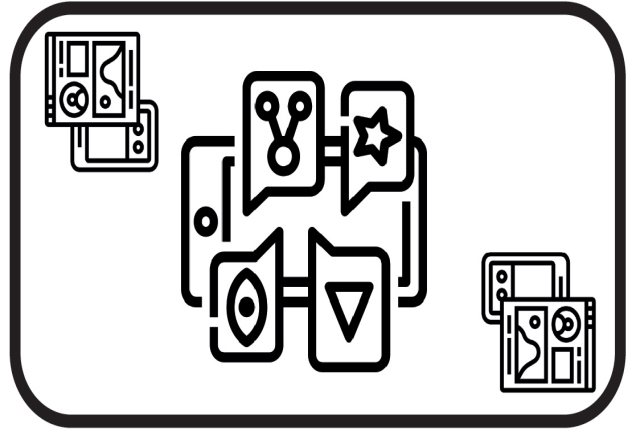
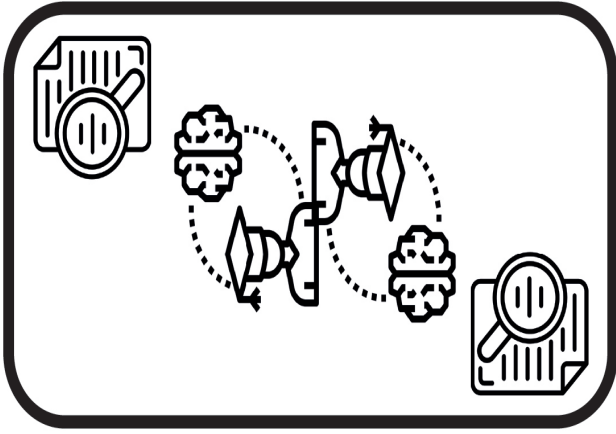
DATABI at work: DALicious week understands the potential and applications of data, but also helps to consolidate cooperation dynamics and help coworkers to create

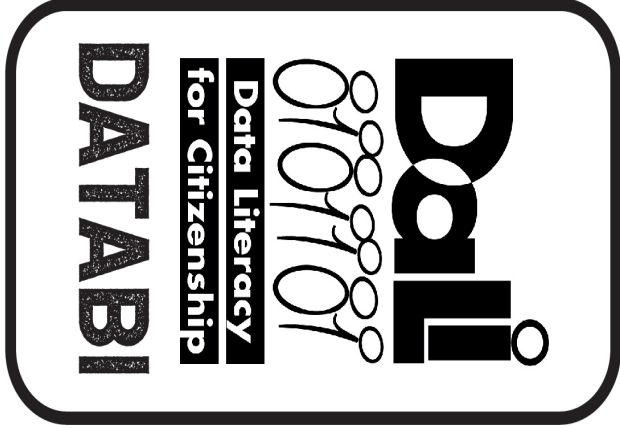
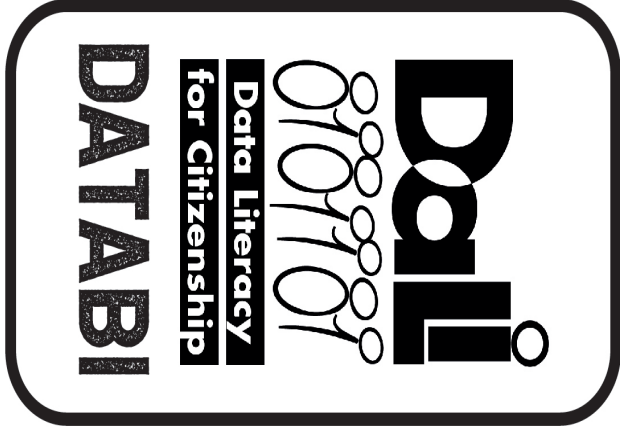
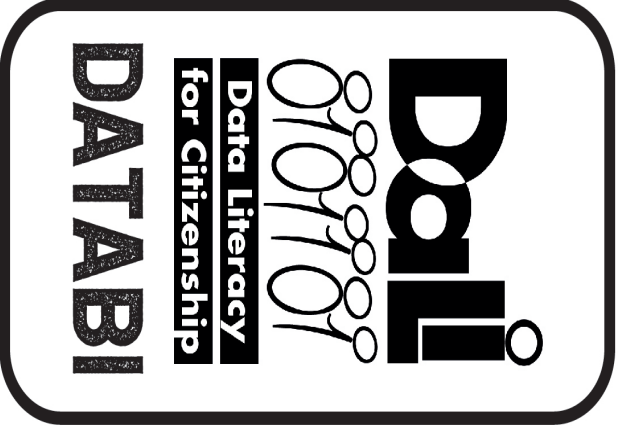
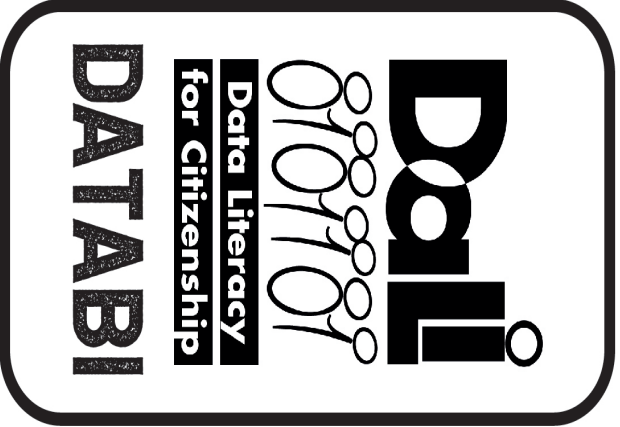
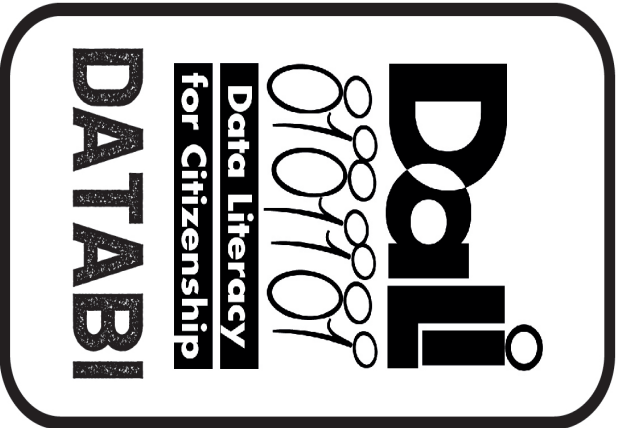
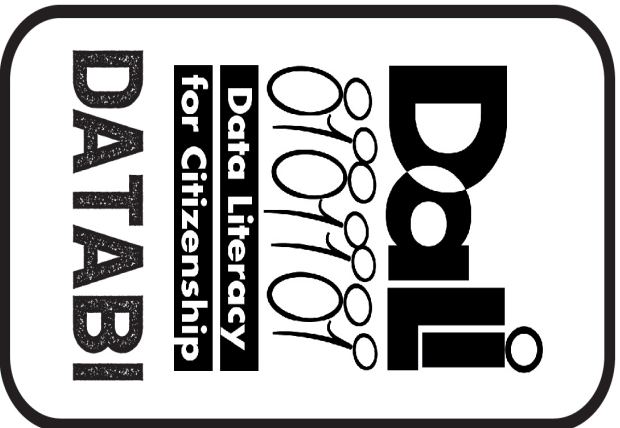


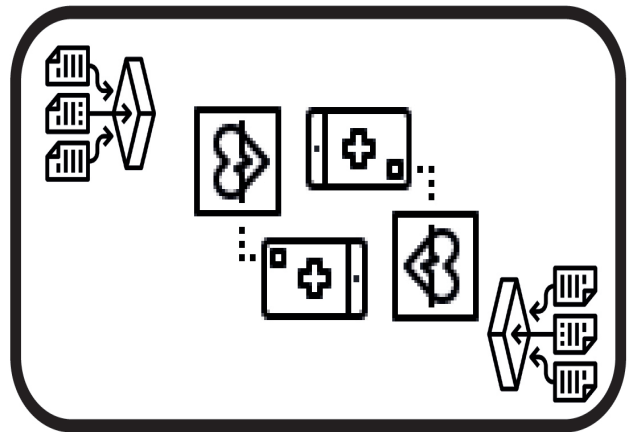
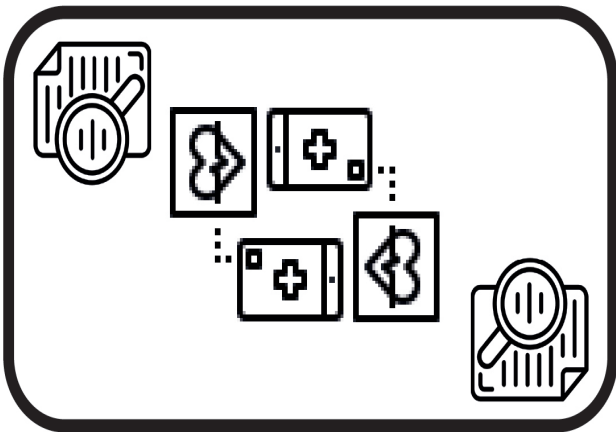
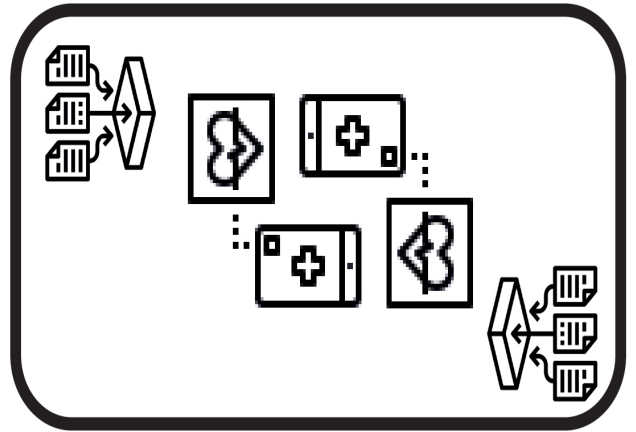
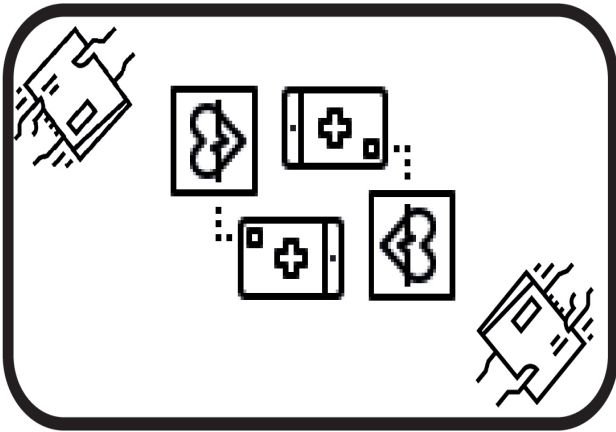
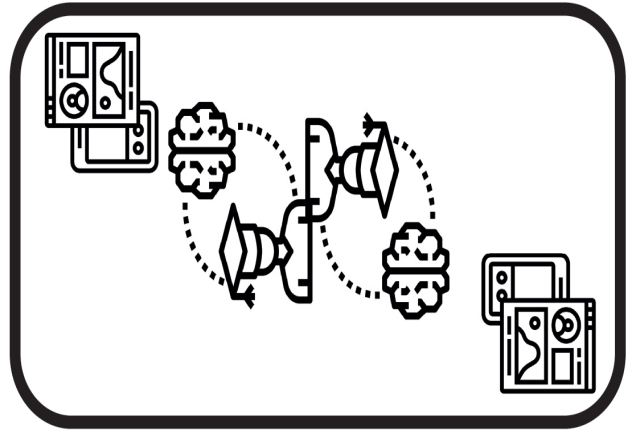
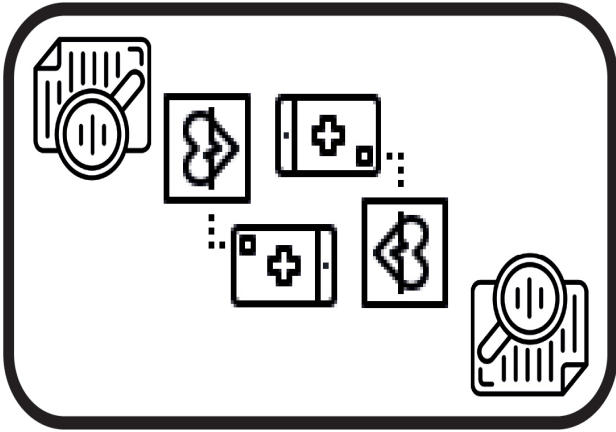
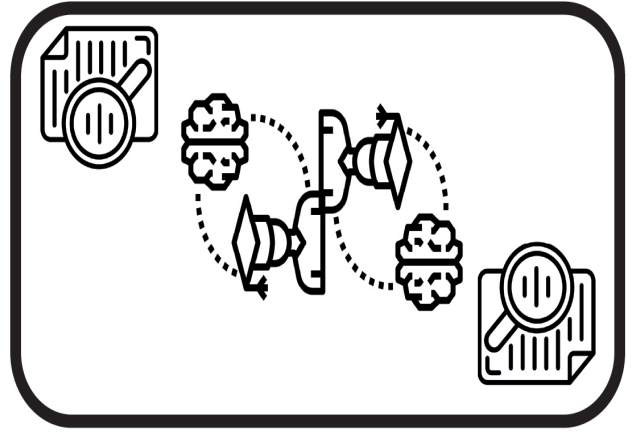
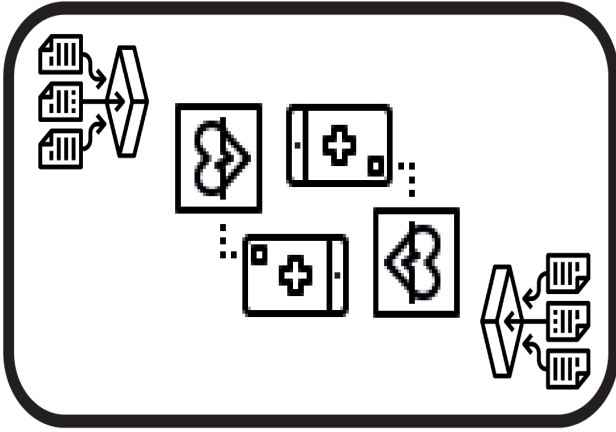
dialogues and to improve their language to cooperate on complex tasks. It is also perfect for team building and team cohesion.

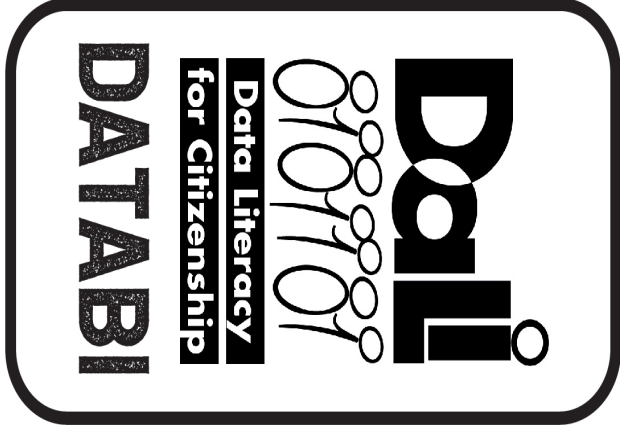
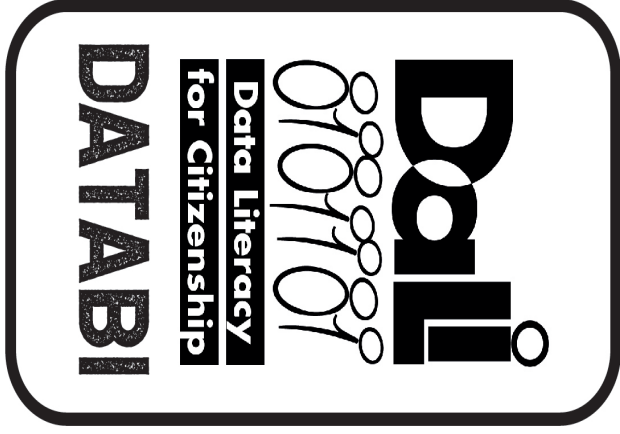
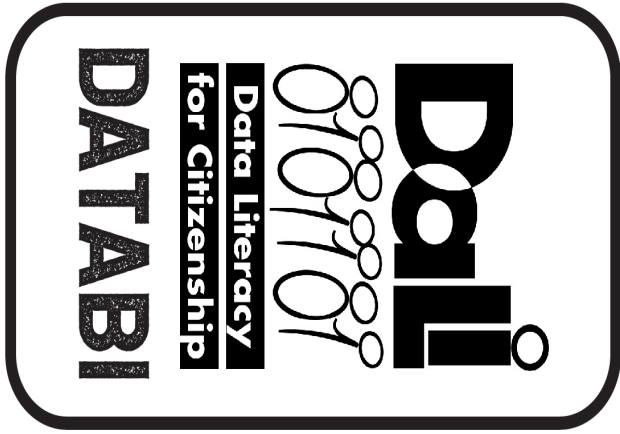
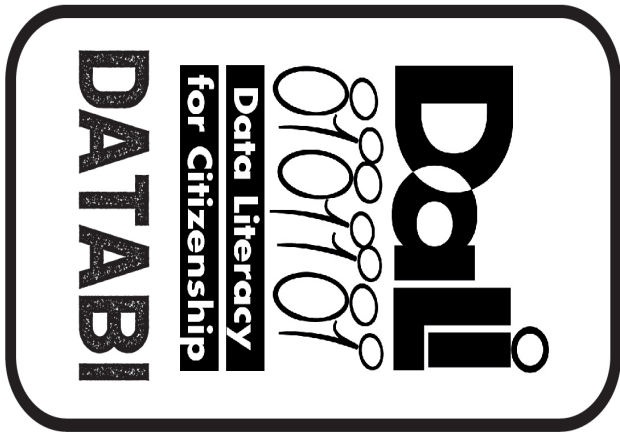
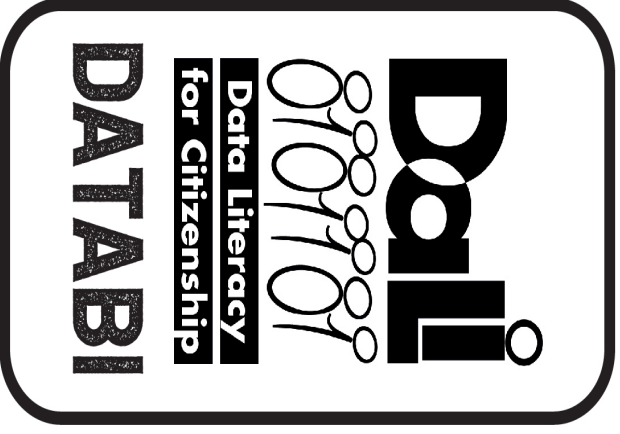
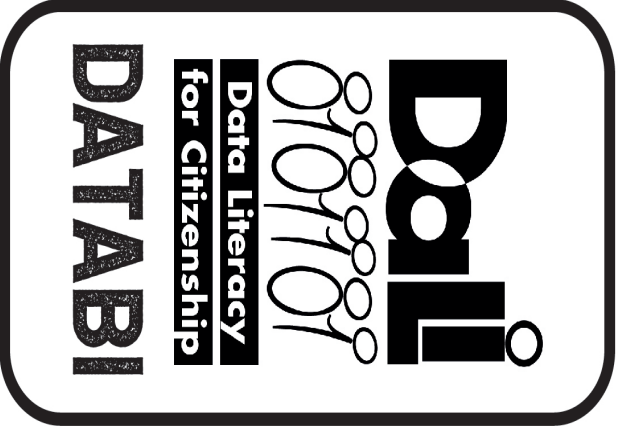
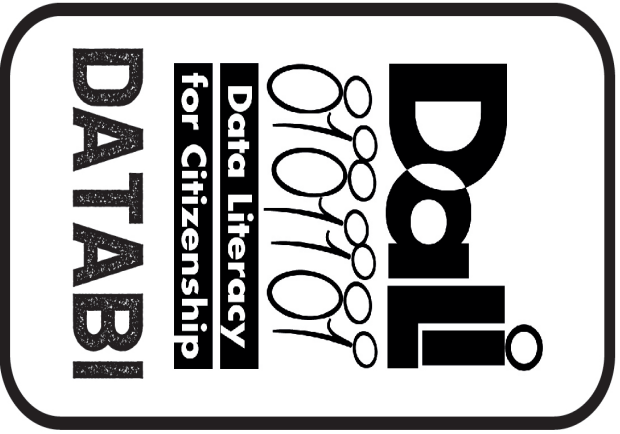
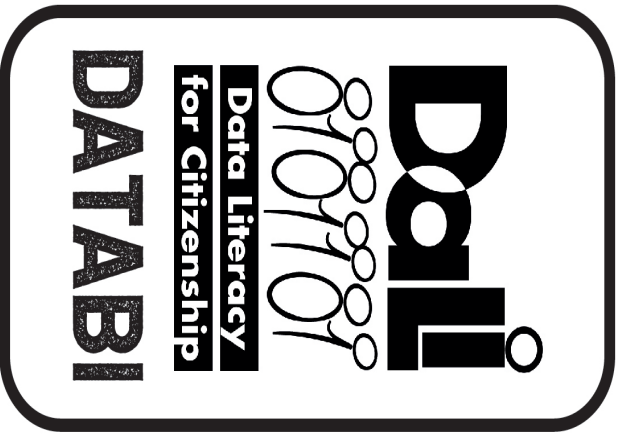
DATABI for Seniors: If you feel more comfortable, use the **memory helper**. DATABI will help you to understand how the data that surrounds you is being processed and will help you understand how this processing is affecting your life, thanks to the examples given by your friends. If you don't understand the examples, feel free to ask for help and learn together as a team.

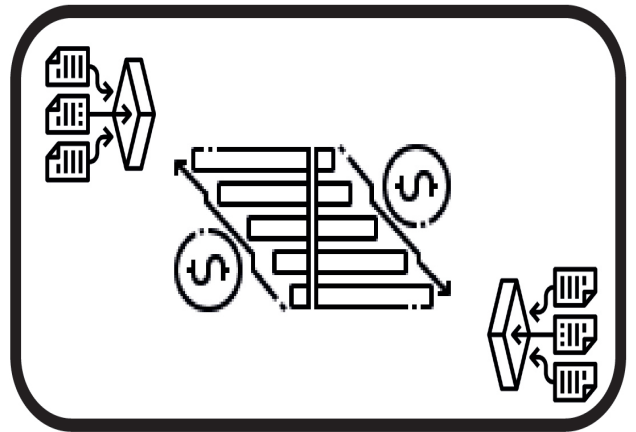
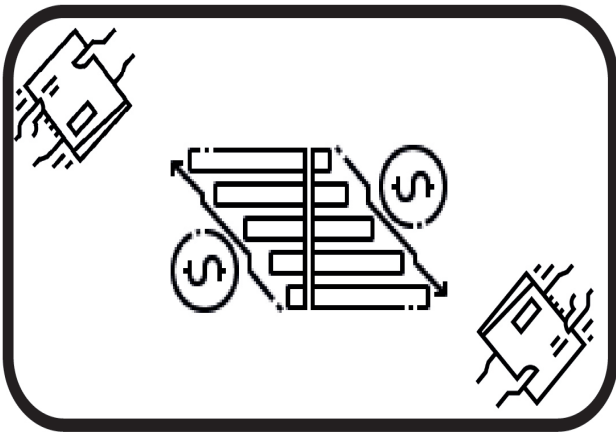
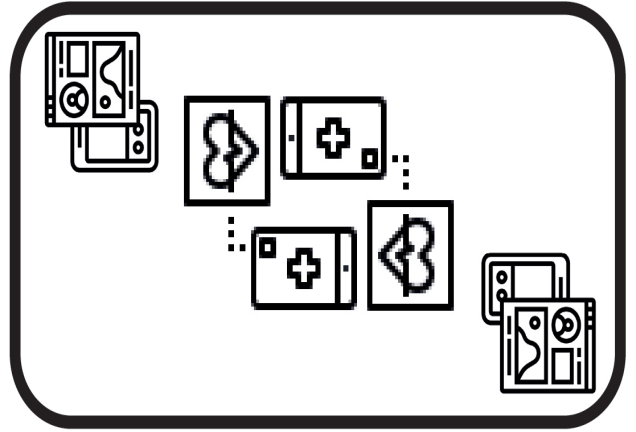
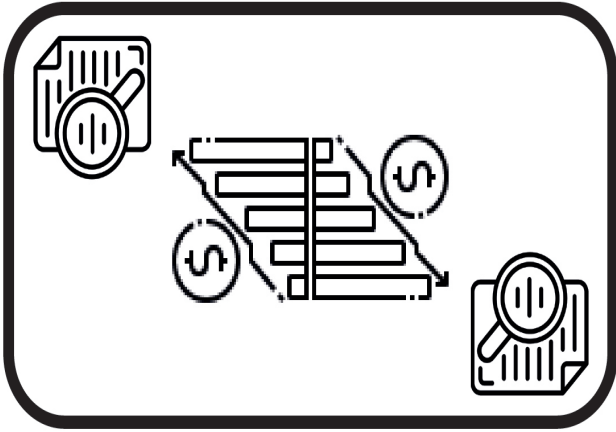
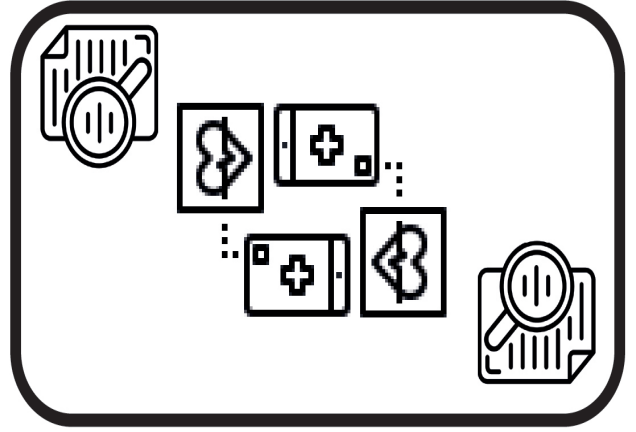
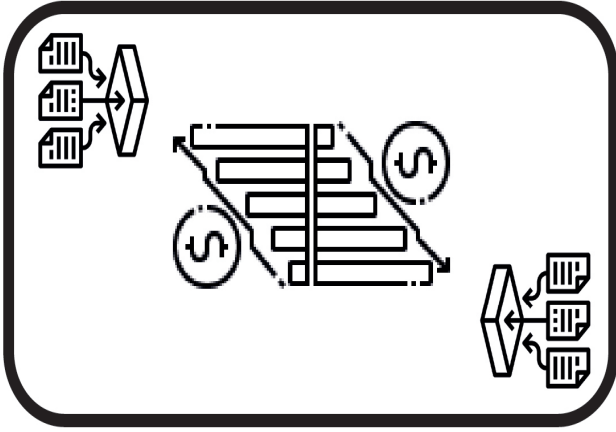
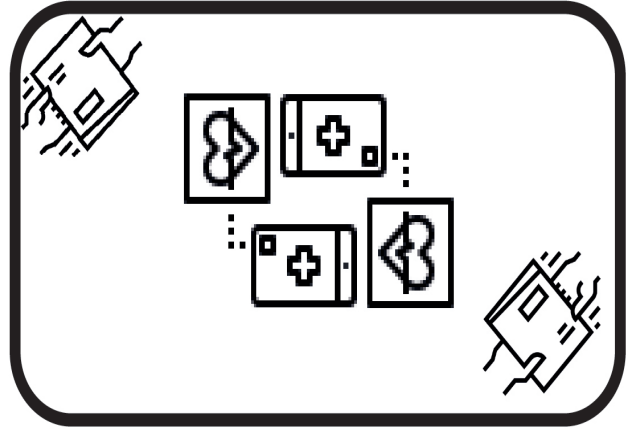
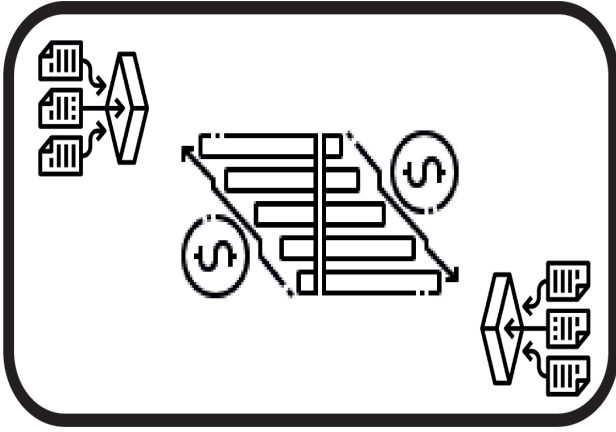


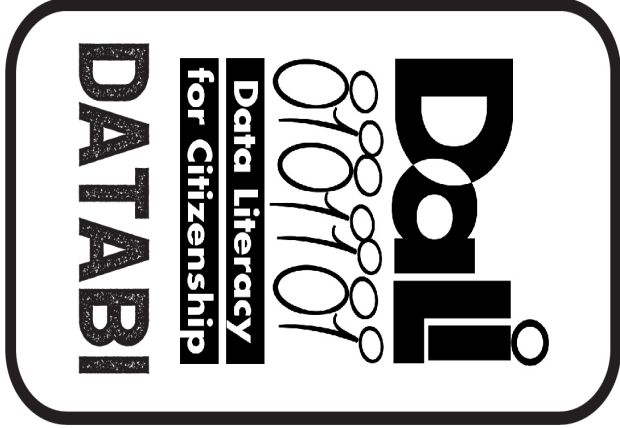
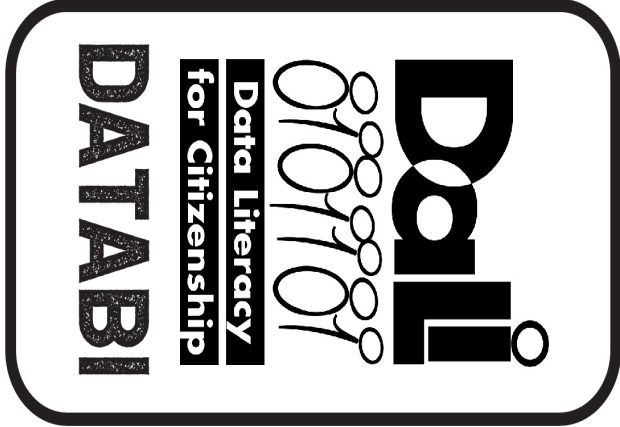
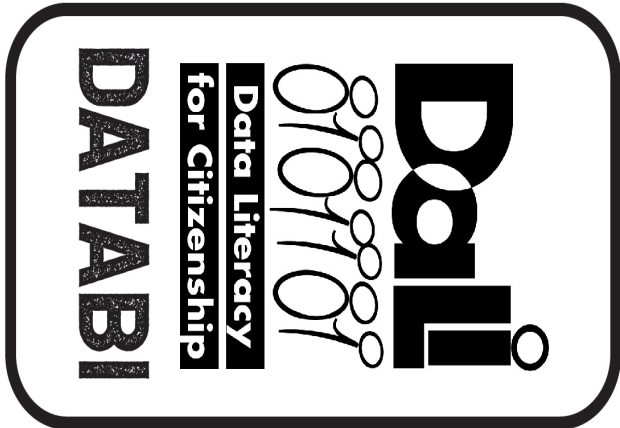
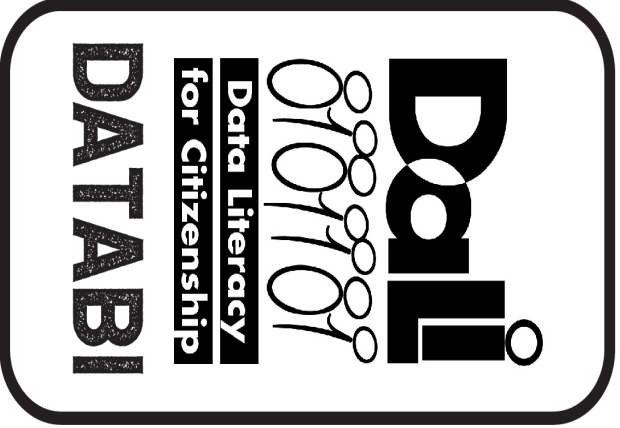
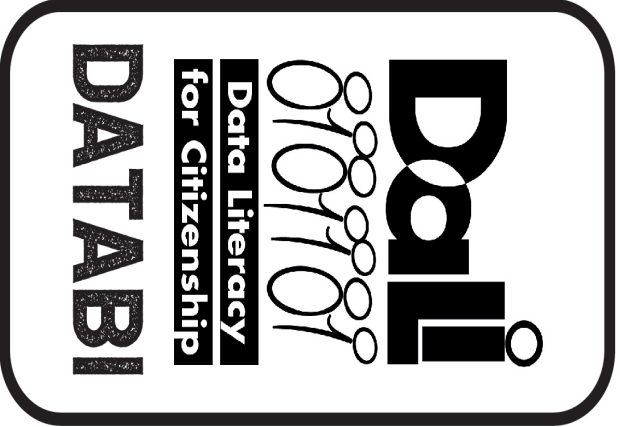
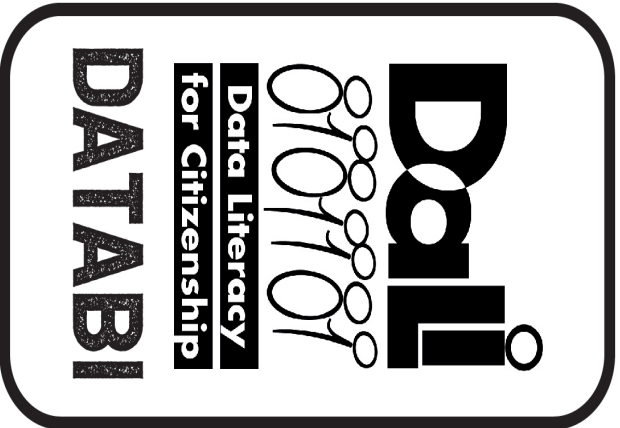
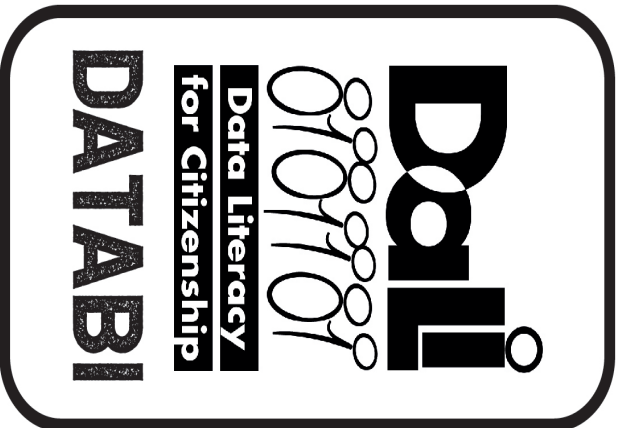


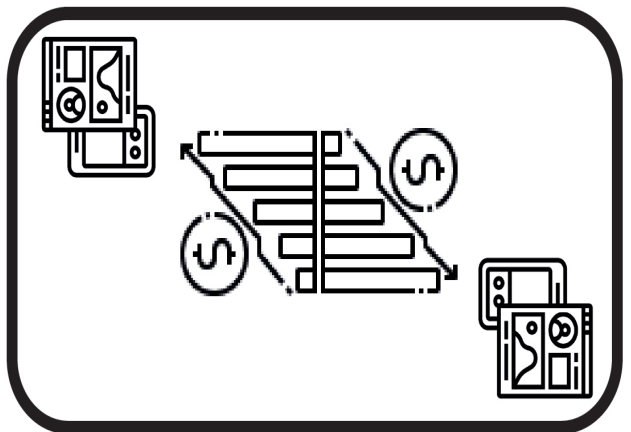
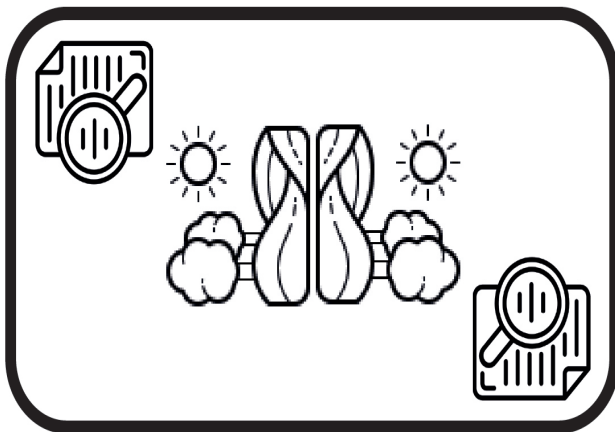
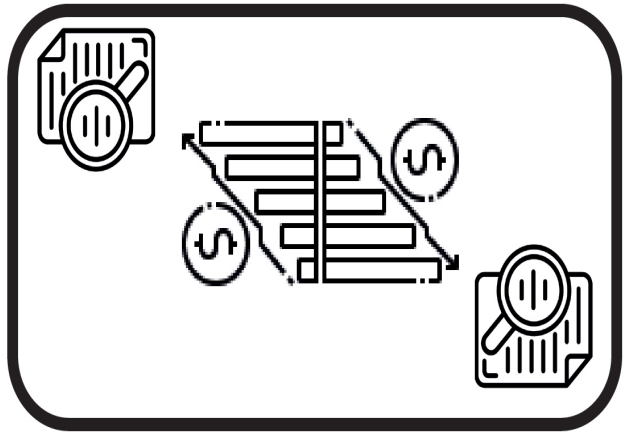
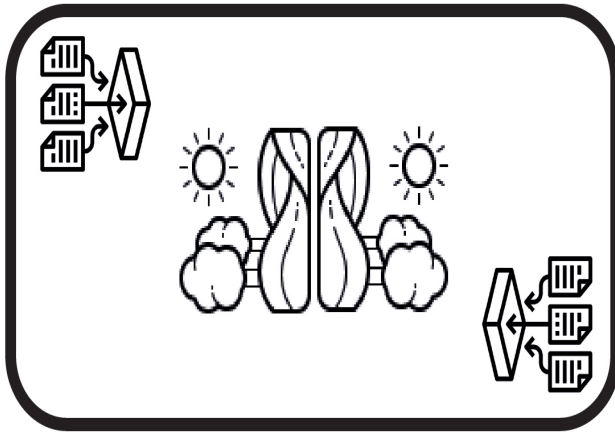
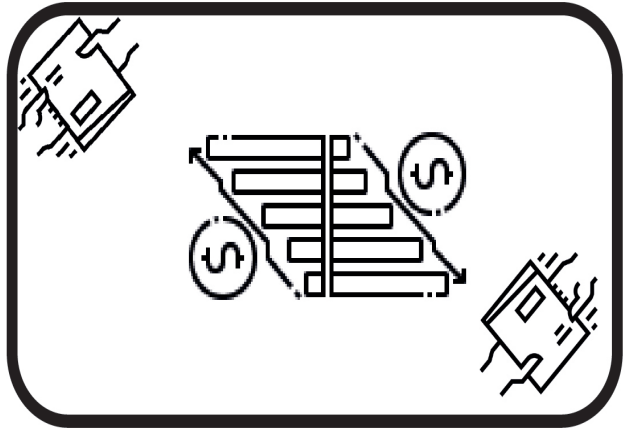
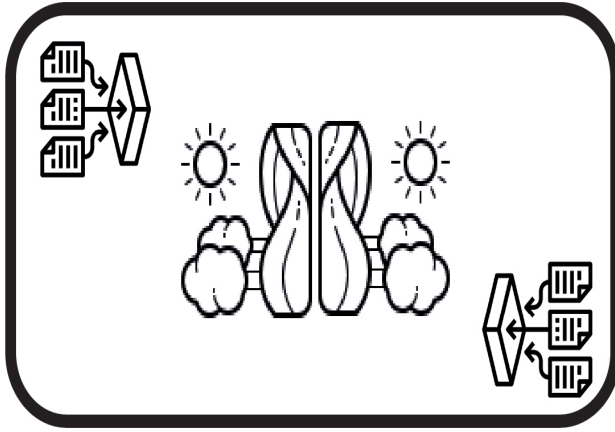
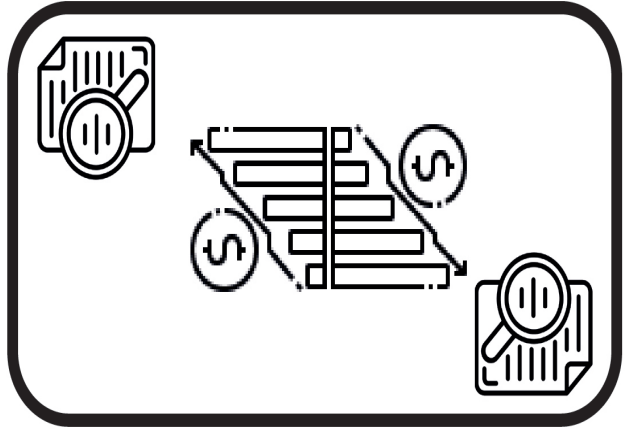
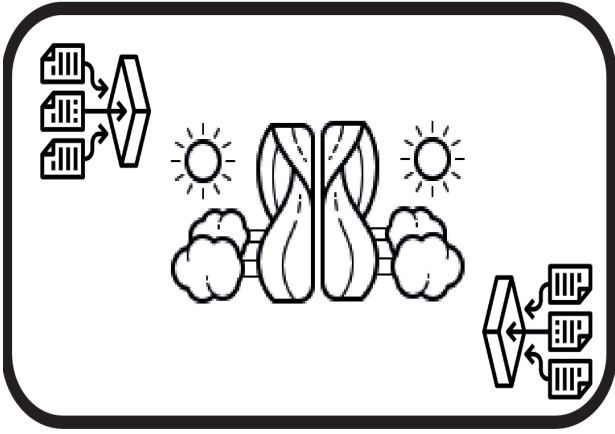


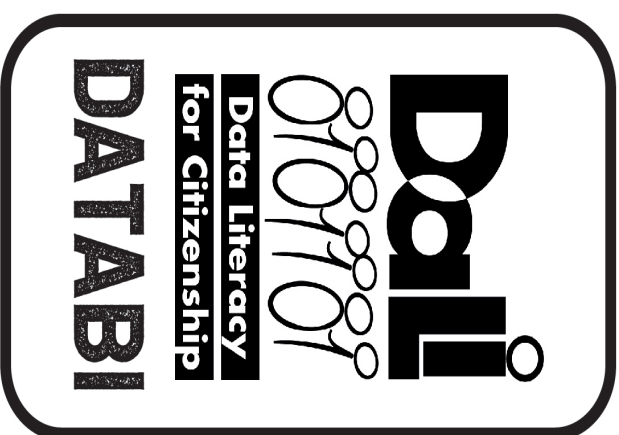
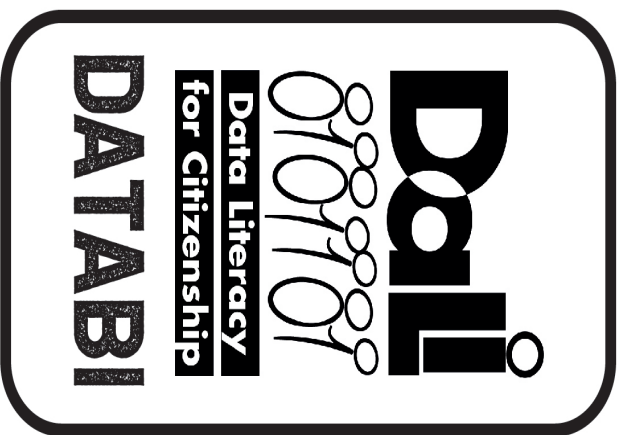
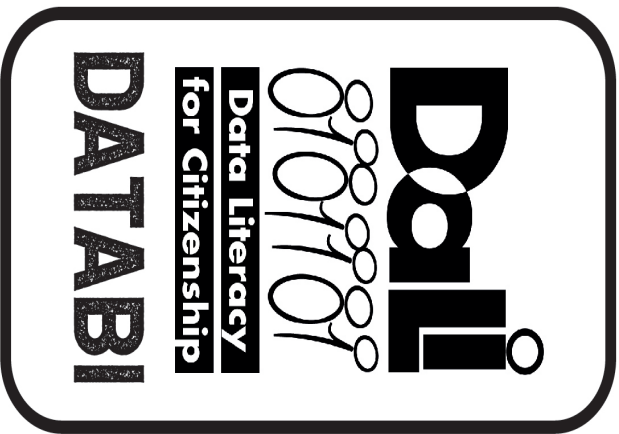
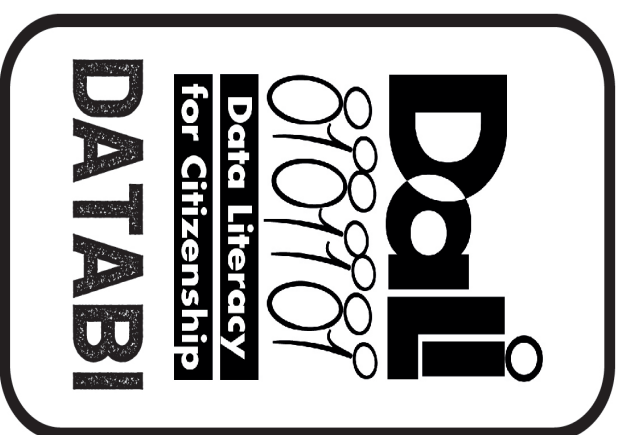
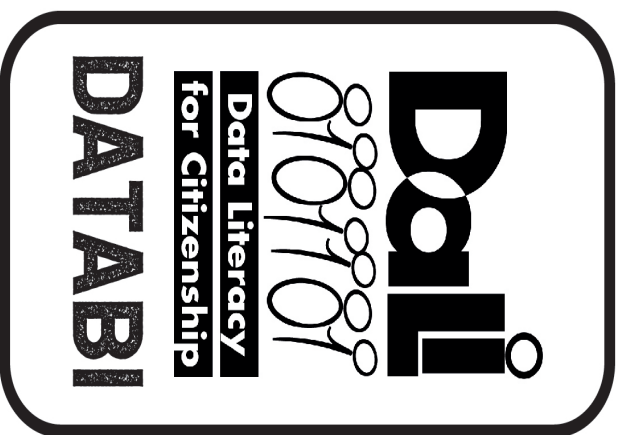
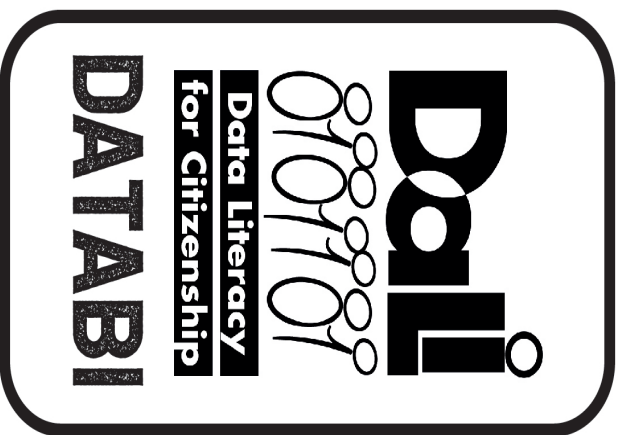
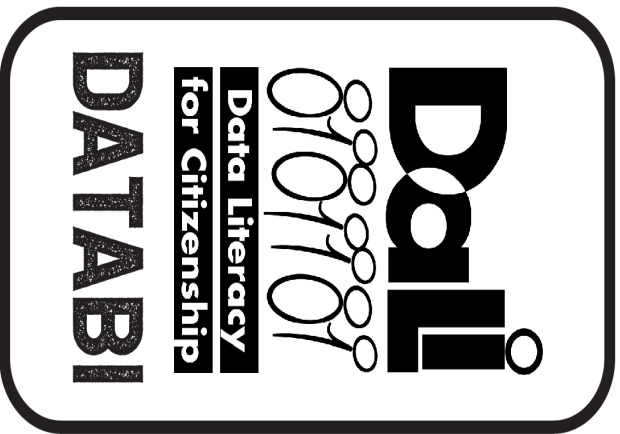


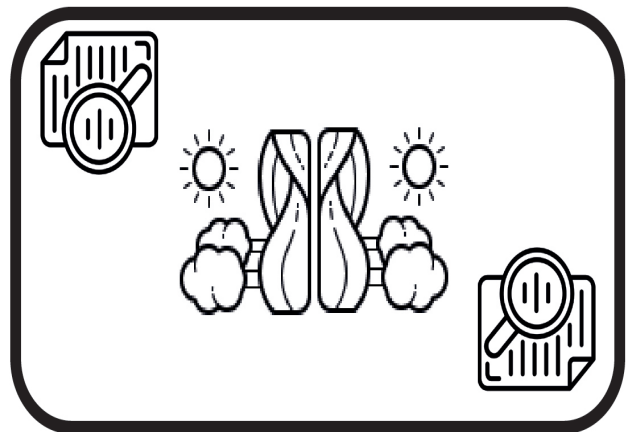
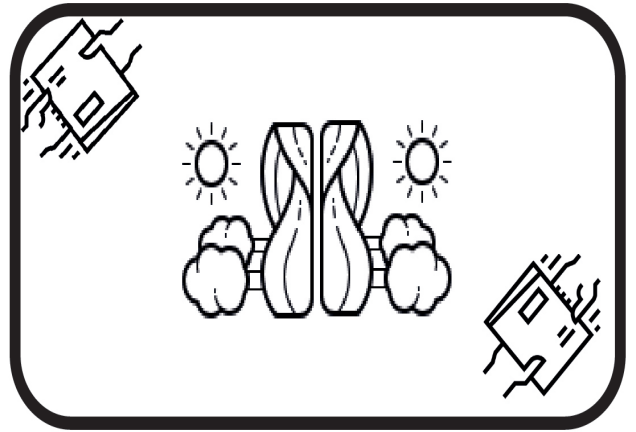
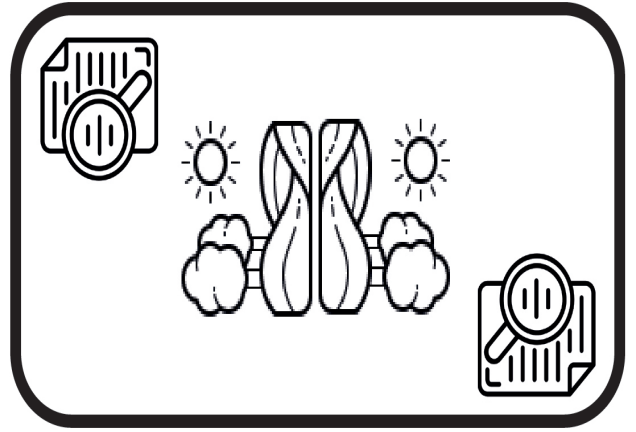
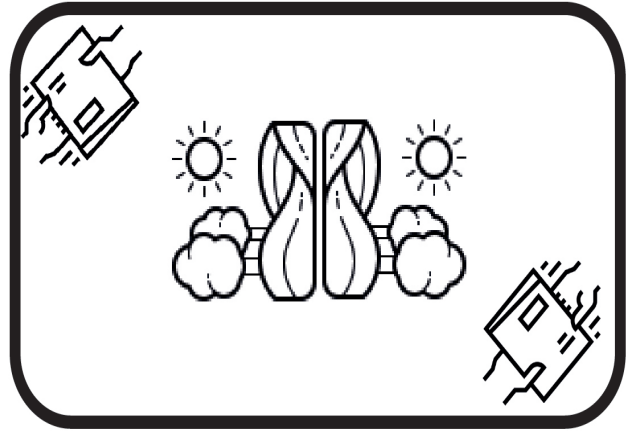
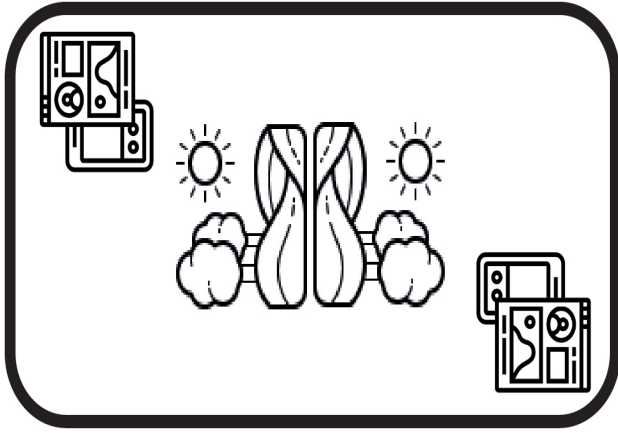


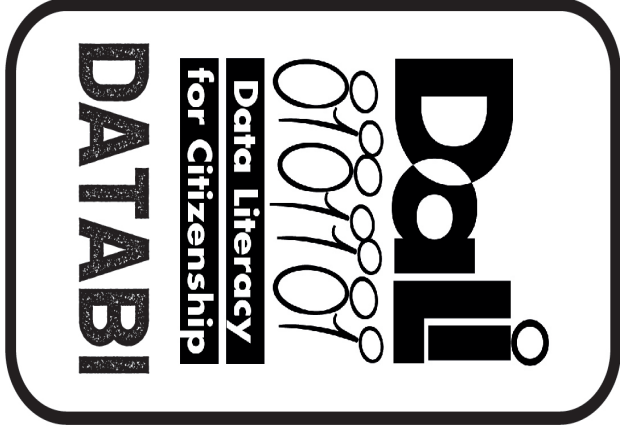
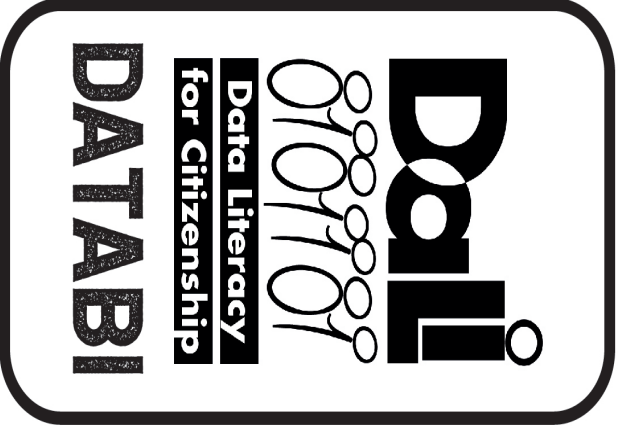
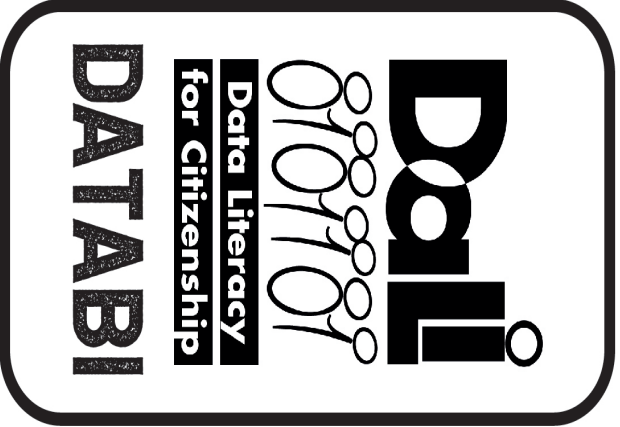
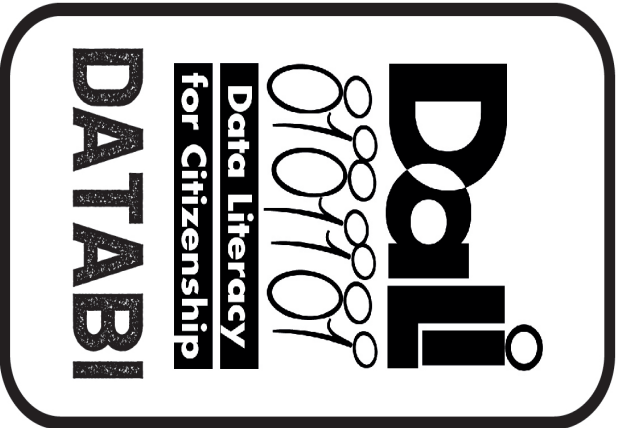
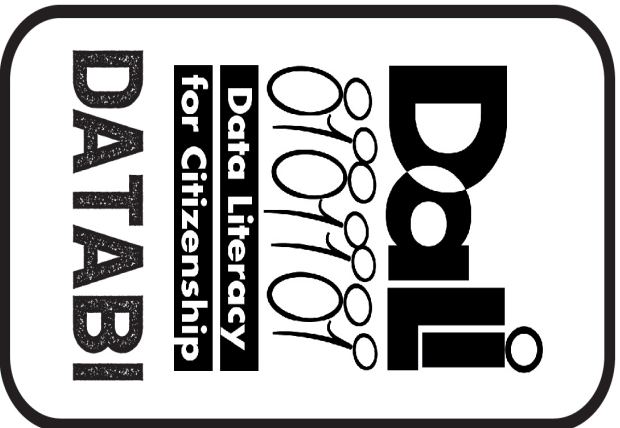














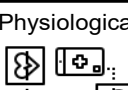


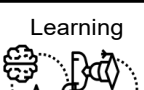








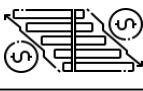









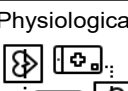


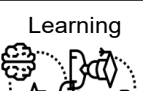







Social media 	Physiological 	Economy 	Nature 	Learning 	
					1 Collecting Data 
					2 Analyzing Data 
					3 Sharing Data 
					4 Publishing Data 

Social media 	Physiological 	Economy 	Nature 	Learning 	
					1 Collecting Data 
					2 Analyzing Data 
					3 Sharing Data 
					4 Publishing Data 

Social media 	Physiological 	Economy 	Nature 	Learning 	
					1 Collecting Data 
					2 Analyzing Data 
					3 Sharing Data 
					4 Publishing Data 

Social media 	Physiological 	Economy 	Nature 	Learning 	
					1 Collecting Data 
					2 Analyzing Data 
					3 Sharing Data 
					4 Publishing Data 