



26

25

24

23

22

21

20

19

18

17

16

27

50

51

49

48

47

46

45

44

43

15

14

28

63

62

61

60

42

41

59

13

29

52

53

54

55

56

57

58

40

12

30

31

32

33

34

35

36

37

38

39

11

2

3

4

5

6

7

8

9

10

RULES

FROM SPIRIT TO SPIRIT AND LET'S SEE WHAT I GET

- 6.- From bridge to bridge. Throw again and let's see what you have.
- 12.- From bridge to bridge. Return to number six.
- 26.- From dice to dice. Throw again and let's see what you have.
- 31.- You have fallen in the well so you have lost your turn.
- 42.- You have fallen in the labyrinth so you have lost your turn
- 52.- You are in the prison now. So you have lost your turn.
- 53.- From dice to dice. Throw again and let's see what you have
- 58.- I am sorry! You are death. Start again.
- 63.- You are the winner!!!



THE SPIRIT PROJECT GAME

During the academic year 2005/06 we acceded to the Comenius project. Its main objective is to improve the quality of school education and strengthen its European dimension, promoting the awareness of cultural diversity from crosscultural working projects in the centres.

In November 2005, in the preparatory meeting of Raalte (The Netherlands) we met European colleagues who were going to accompany us in this adventure until 2009:

"IES Flix", de Flix (Catalunya)

" Collège St. Dominique et Lycee Notre Dame, de Guingamp (France)

" Launen Peruskoula, de Lahti (Finland)

" Carmel College Salland, de Raalte (The Netherlands)

" Antonio Meucci, de Turin (Italy)

" Private Heimvolksschule Wartenberg, de Wartenberg (Germany)

In this preparatory meeting we agreed that the name of the project would be **SPIRIT**. It stands for: Sociology, Politics, Identity, Research and IT

Now we have a common game: **The Spirit Project Game**.

The spirit project game is a board game inspired in the so called "goose" game (Snakes and ladders). The legend says that during Troya siege, Greek warriors made up many games so as not to get bored. Among these games, the snakes and ladders board.

Archeology gives us valuable information about the oldest snakes and ladders board. It consists of a record called Phaistos, discovered in Crete in 1908 and dated towards 2000 b.c. It consists of a plain 20 centimetres wide disc made of mud on a spiral line with 31 squares on one side and 30 on the other where there are 8 squares with big birds, maybe geese.

The most ancient game, as we know it nowadays dates from 1587 and is a present of Francesco de Medicis for King Philip II. Later on, it became popular around all European courts.

This spirit to spirit game wants to exemplify the cooperative work the European centres have done during this three years in the Comenius School Project.

GAME COMENIUS PROJECT

Coordinadors: Montse Nicolau, Biel Pubill, Sonia Requena, Susana Siso

Edició: IES Flix, maig 2009

www.iesflix.cat

Impremta: Òptim disseny