

	Codenames
Linguistic level (CEFR)	From A1 + (depends on the words you play with, the game is more interesting with higher levels)
Game objective	Correctly guess all the secret words associated with your team before the other team, based on clues provided by your spymaster.
Roles	Spymaster who gives clues and field operatives who guess the words.
Rules	<ul style="list-style-type: none"> - Players divide into two teams and each team chooses a spymaster. - 25 cards are laid out, each with a single word. - Spymasters see a card that reveals the "identity" of each word (blue agent, red agent, innocent bystander, or assassin) - In turns, spymasters give clues to their field operatives. A clue consists of one word and a number, indicating how many cards are associated with the clue word. - If field operatives guess correctly, they can continue guessing up to the number indicated. If they guess an opposing agent, or an innocent bystander, the team's turn ends. - Spymasters continue to give clues until one team identifies all their agents or the assassin has eliminated a team from the game.
Number of players	2-8
Recommended age	10+
Time (duration of a game)	15-30 minutes
Scores/how to win	There are no scores, the team that guesses all words first wins.
Objects	Word cards, key cards, agent cards.
Relationships	Team game: cooperative within teams and competitive between teams.
Player profile	<ul style="list-style-type: none"> - <i>Context</i>: students with shared vocabulary, interested in working with language, guessing and working in teams. - <i>Skills</i>: group work, ability to find associations and synthesise, effective communication - <i>Lexical themes</i>: Various, the choice of words depends on curricular needs. - <i>Socio-cultural context</i>: shared cultural knowledge to create clear associations for all team members.
Skills, knowledge	<ul style="list-style-type: none"> - <i>Language</i>: enrich vocabulary, synonyms, antonyms, express one's opinion, formulate hypotheses, listening. - <i>Culture</i>: double meanings of words, cultural associations. - <i>Soft skills and personal development</i>: teamwork, creativity, synthesis, listening, discussion and negotiation, empathy, choosing and making decisions, emotion management. - <i>Soft skills and personal development</i>: teamwork, creativity, synthesis, listening, discussion and negotiation, empathy, choosing and making decisions, emotion management.