

	Dobble/ Spot it
Linguistic level (CEFR)	From A1 (adaptable to all language levels by modifying the type of symbols or words used)
Game objective	Identify as quickly as possible the common symbol between two cards.
Rules	<p>The game consists of round cards with 8 symbols each. Between every pair of cards there is always one symbol/word in common. There are different game modes:</p> <p>The Towering Inferno. Each player has a face-down card, there's a central deck with a pile of cards, the first one face-up. Everyone turns their card over and competes to find the common symbol with the central card. Whoever finds it first takes the central card and a new one is revealed. The winner is whoever accumulates the most cards.</p> <p>The Well. All cards are distributed to players (face-down decks), one card goes to the centre face-up. Players must get rid of all their cards by finding matches with the central card. The last one to finish their cards loses.</p> <p>Hot Potato. Each player receives a card they hold face-up in their hand. When a match is found between one's own card and an opponent's, the player passes their card to that opponent. The player who accumulates all cards at the end of the round loses.</p> <p>Catch Them All! One card in the centre face-up, other cards face-down, equal to the number of players, around it. Players simultaneously turn over a face-down card and compete to find the match with the central card. The first player to find the match puts their card aside and a new round begins with new face-down cards around the central one. The winner is whoever collects the most cards.</p> <p>The Poisoned Gift. Similar to The Towering Inferno, but here the objective is to avoid taking cards. Players find matches between other players' cards and the central deck, "gifting" cards to opponents. The winner is whoever receives the fewest cards.</p>
Number of players	2-8
Recommended age	6+ (adaptable based on difficulty level)
Time (duration of a game)	10-15 minutes
Scores/how to win	Varies based on game mode
Objects	Dobble card deck with 8 symbols each
Roles	All players participate equally, without differentiated roles.
Relationships	Competitive, each player plays for themselves.
Player profile	<ul style="list-style-type: none"> - <i>Context:</i> Students of any level who need to expand vocabulary and improve response times in the target language. - <i>Skills:</i> Observation, quick reflexes, fast lexical recall, pronunciation. - <i>Lexical and grammatical themes:</i> Adaptable to any semantic field - <i>Socio-cultural context:</i> Easily adaptable to different contexts, can incorporate specific cultural elements.
Skills, knowledge	<ul style="list-style-type: none"> - <i>Language:</i> Vocabulary expansion, correct pronunciation, rapid association between image and word, lexical categorisation. - <i>Culture:</i> Possibility to introduce specific cultural elements of the target language through culturally relevant symbols or words. - <i>Soft skills and personal development:</i> Concentration, attention to detail, quick response ability, stress management in competitive situations, visual memory.