









	Are you a hard worker?	What was the worst job you ever had?	What's one professional skill you're currently working on?		How much is the state pension in your country? Is it enough?	How many hours a week should people work?	What is your dream job?		What is the retirement age in your country?	
	+	+	+		+	+	+		+	
What qualities should a good boss have?	+	<p style="text-align: center;">TALKING ABOUT</p> <div style="text-align: center; background-color: #ff6b6b; color: white; padding: 10px; font-weight: bold; font-size: 24px;">WORK</div> <p style="text-align: center;">? HOW TO PLAY Draggable counters</p> <div style="display: flex; justify-content: space-around; align-items: center;"> </div>							+	Are there any jobs which should only be for men?
Are you an ambitious person? What career goals do you have?	+								+	What would life be like if we didn't have to work?
Do you know any workaholics?	+									
FINISH									+	How should we decide how much to pay people?
START 	+	+	+		+	+	+		+	
	Do you have a job? Do you enjoy it?	Why did you choose your profession?	Do you enjoy job interviews? Are you good at them?	Do people in your country work hard or not hard enough?	Would you do overtime?	Would you work long hours?	Which professions are the highest paid?			

TEACHER-GUIDED: HOW TO PLAY

- Arrange students into groups of 3–4 students and give each group a board.
- Each player in the group must choose a colour: blue, green, yellow, or red. They will then receive a token to mark their position and 10 coloured counters (preferably, the same colour as their token) to indicate the questions they have answered correctly throughout the game.
- Each player should take their token and place it on the starting square. Write down the starting order of the students on the board, like this: blue first, then green, then yellow, and lastly red. To start playing, the teacher rolls the huge die and **Blues** move their token to the corresponding square.
- If Blues can talk about the question non-stop for 2 minutes, they earn the right to place one of their blue counters on that square. That square is now officially theirs!
- If another player lands on a square that is already occupied by a coloured counter, they will have to answer the question, but they will not claim the square.
- Special squares: squares with icons contain penalties, such as “The player pays light taxes: loses 2 of his coloured counters.” (you can read the penalties in the digital version)
- The player with the most coloured counters on the board, once all squares are occupied, will win the game.

	<p>Lose all your coloured counters</p>
	<p>Give 1 coloured counter to the teacher</p>
	<p>Lose 2 of your coloured counters</p>
	<p>Give one counter to the player on your right</p>
	<p>Give two coloured counters to the player on your right</p>
	<p>Lose 2 counters</p>
	<p>Lose 2 counters</p>
	<p>Give 1 counter to the teacher</p>

