

## About the game

CANDOO® is a fun and engaging game designed to get your students thinking about and discussing careers. It can be played as a game on its own or built into wider careers activities in your classroom. You can find ideas for wraparound activities or how to integrate CANDOO into your career-related learning sessions on our website: [ukstem.uk/Candoo](http://ukstem.uk/Candoo).

All life experience cards are based on real-life scenarios that could happen in the course of your career – both good and bad!

Please note: the careers, qualifications and skills depicted in this game represent real-world career paths. However, the qualifications given are a guide and do not represent the only pathway into these careers. For example – apprenticeships are valid pathways into most of the careers shown in the game. It's also likely far more skills are required than the 4 or 5 collected!

## Contents

- ★ Instructions booklet
- ★ 110 cards:
  - ★ 17 Career cards (including 2 blank cards to add your own careers in)
  - ★ 17 Qualification cards
  - ★ 33 Skills cards
  - ★ 34 Life Experience cards (8 green; 28 yellow; 7 red)

## Objective

To build up the skills and qualifications needed for your career path. You can complete your career path by collecting all the cards needed (1 qualification card plus 4 out of 5 skills cards). Win by collecting the most points!



## How to play

1. Separate the careers cards from the rest of the pack. Shuffle and hand out 1 **random career card** per player. Each player places their career card face up in front of them. Put the rest of the career cards to one side.

2. Shuffle the remainder of the cards and deal 5 to each player. Place the rest of the pack face down in a pile in the middle. Turn the top one over and place by the pack; this is the **discard pile**. **Each player must always have 5 cards in their hand.**

3. The person to the left of the dealer starts. They take a card from the top of the pack, or if there is a **skills or qualification card** on the discard pile that they need, they can take that one. They then have two choices: **play one card** or **discard one card**. Their go is then over.

To discard one card place it face up on the discard pile.

To play one card, either:

a. **Play a Skills, Qualification or green Life Experience card** on your own career path by placing it face up by your career card.

Or:

b. **Play a red Life Experience card** on someone else's career path.

Or:

c. **Play a yellow Life Experience card** by following the instructions on the card.

4. Repeat until someone finishes a career path first (collects all 5 cards). To have a complete career path one qualification card and 4 out of 5 skills cards are needed. Then, everyone adds up their points to see who's the winner! (See bonuses and points section).

## Life Experience Cards

### Green

**Further study:** Play on your qualification card for a bonus 20 points.

**You've been promoted:** Play on your career path for a bonus 20 points.

**It's not what you know:** Play on your career path for a bonus 10 points.

**Work experience:** Play on your career path for a bonus 20 points.



### Red

**You didn't get the job:** Play on someone else's career path so they miss their next go. When they have missed their go; discard this card.

**Redundancy:** Play on someone else's career path. They cannot play anything else on their career path until they use a job opportunity OR an outstanding CV card to remove this. See below.

**Career change:** (The meanest card of all!) Play on someone else's career path. They have to discard their entire career path (along with this card) and take a new career card.



### Yellow

**Transferrable skills:** Play on your career path as a replacement for a skill you do not have.

**Reference:** Ask the player to your left for a card that you need; if they have it they must give it to you. If they don't have that card, the request goes to the next player and so on until everyone has checked. If someone gives you the card, you need to give them a card in return from your hand. Discard this card. If no one has that card, you must discard this card. It's the end of your go.



**Take a break:** If you pick up this card, discard this card and then miss your next two goes. **Note: if you have been dealt this card at the beginning of the game, you do not miss two goes. Simply discard on your turn (if you wish!).**

**Memory lane:** Take a qualification or a skills card from anywhere in the discard pile. You can look through the pile! Discard this card.

**Having a family:** Take a random card from another player's hand and place in your hand. Allow them to choose a random card in return, then discard this card.

**Job opportunity:** Play to get back on your career path after a redundancy! Discard both cards (takes one go).

**Outstanding CV:** Play to get back on your career path after a redundancy! Discard both cards (takes one go).

**Training course:** Take a skills card you need from someone else's career path and play it on your own. Discard this card.

**You've been headhunted:** Discard this card, then immediately take another two goes.

**Part-time job:** Take another career card and place below your current one. You can now start building a new career path alongside your current one for extra points. Discard this card to end your go.

## Bonuses and points

★ A complete career path is worth 80 points, plus any bonus cards.

★ At the end of the game, each skill on a career path gets 10 points. A qualification gets 20.

★ Any red cards that players hold in their hands are worth -10 points.

A redundancy card on your career path at the end of the game is also worth -10 points.

## Variations

As with most games you'll devise your own house rules – and we would love to hear them! Please tell us about them through the website ([ukstem.uk/candoo](http://ukstem.uk/candoo)) or get in touch with us via social media (Twitter and Instagram) using @candoo Careers.

- ★ For a longer game, keep playing until the pack of cards in the middle is gone:
  - a. If someone finishes a career path, they can use their next go to be given a new career card plus they take their go as normal.
  - b. If the pack of cards in the middle is gone, the game can finish. Everyone gets points for as much of their career path they have completed plus any additional points they have already banked. Points are deducted for red cards in any players hand. (See bonuses and points section).
  - c. If you want to keep playing, shuffle and turn over the discard pile. Continue playing until the pack is finished again.
- ★ Deal 2 career cards to each player at the start of the game. Then play as normal and aim to complete one career. You can't swap skills or qualifications between career paths!
- ★ Make up your own career cards using the 2 blanks provided. For a gentler game remove the redundancy cards from the pack before you start.
- ★ Keep your career card face down so players can't see each other's progress.



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