



## Facilitator Guide

### OVERVIEW OF EDUCATIONAL COMPETENCIES AND PSYCHO-PEDAGOGICAL REPORT.

#### CURRICULUM AREAS:

- Natural Science
- Social Science
- Mathematics
- Social and Civic Values

#### KEY COMPETENCIES:

- Mathematical competence and basic science and technology competencies
- Learn to learn
- Social and civic competencies
- Initiative and entrepreneurship

#### COGNITIVE SKILLS:

- Spatial orientation
- Hand-eye coordination
- Fine motor skill
- Visual perception
- Attention
- Memory

#### EXECUTIVE FUNCTIONS:

- Working memory
- Decision making
- Planning
- Cognitive flexibility

#### SOCIAL SKILLS:

- Accepting rules
- Patience
- Group cohesion
- Theory of mind

#### EMOTIONAL SKILLS:

- Frustration tolerance
- Emotional intelligence

Julia, Paul, and their friends have hidden bones in the garden for seven little naughty dogs to play and find them. Will you be able to remember where they are and recover as many bones as you can? Be careful; the dogs might find scraps buried a long time ago!

## Components

● **30 tiles:** the garden on one side and bones, flowers of three different colours, and scraps on the other side.

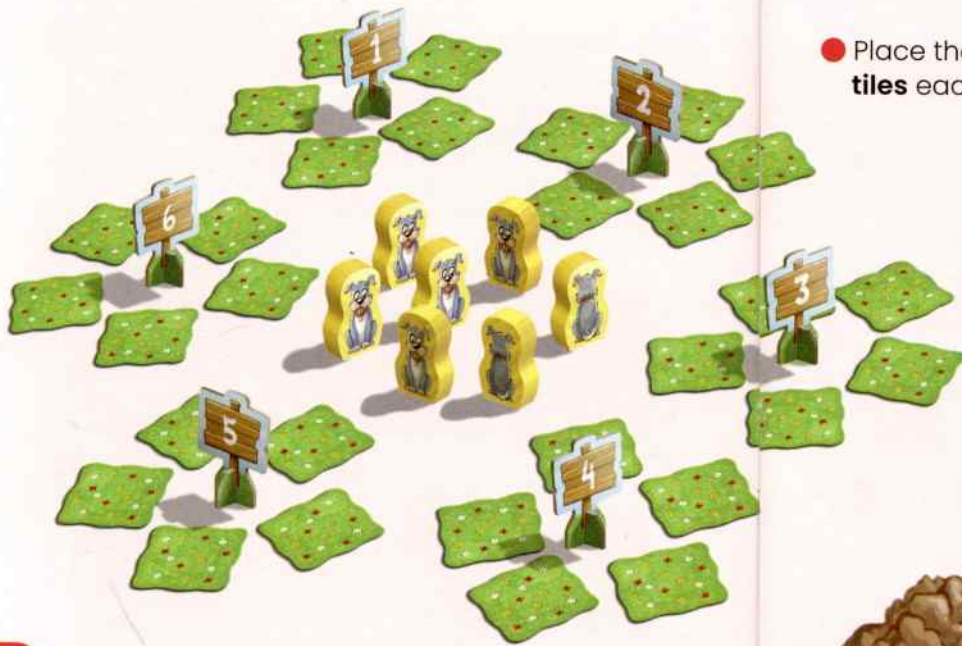
● **7 Dogs**

● **6 Numbered sign tokens**



## Objective

The goal of **Naughty Dogs** is to explore **the garden** and gather the **most bones** buried in it. But watch out, because sometimes you will find scraps. Bones score Victory Points... but **scraps take away Victory Points!**



## Game Setup

- Place the **7 dogs** in the **centre of the table**.

*In 2-player games, place only 5 dogs.*

- Place all the tiles face down, with the **garden side facing up**, and shuffle them. Don't look under the tiles!
- Place the tiles around the dogs, in **6 sets of 5 tiles** each. Each set should have 1 Sign.

*If you want to increase the difficulty, do not use the signs. In this way, it will be harder to remember the tiles.*



# Gameplay

The player who best imitates a naughty dog's bark goes first. If you can't agree who's best, the youngest player starts. The game is played **in several rounds**.

## 1. Beginning of the Round

In turns, each player **must** perform **one** of the following 2 actions: **Explore** or **Dig**.

### ● EXPLORE:

**Choose 1 unoccupied Garden tile**, meaning a tile with no dogs on top of it. Pick it up carefully, take a look at the hidden side of the tile, making sure no one else can see it, and put it back where it was. Now you know what it hides! Don't let your face or gestures give you away.



Then, **if you want, you can take one of the dogs** from the centre of the table and **place it on the same tile**. And your dog will go sniffing that part of the garden! If you place the dog on scraps, you can fool the rest of the players.

**Important:** If there are no dogs in the centre of the table at the beginning of your turn, you can only choose to dig.

### ● DIG

**Take a tile with a sniffing dog** from the centre of the table. Bear in mind the tile might be one you placed there, or another player did, during a previous turn.

**Take it without looking what is on the hidden side!** You will have to trust your memory and intuition.





Take the tile and the dog and put them in front of you. That tile is now yours and the rest of players can no longer place dogs on it.

Now you can secretly look at the hidden side of the tile. But remember to put it back in front of you face down! Keep the dog until the end of the round or game.

## 2. End of the Round

Each round ends **when there are no more dogs** neither in the centre of the table nor on any Garden tile. That is, until all the dogs have been taken by the players. Then, a new round begins.

## 3. New Round

**Return all the dogs** you have to the centre of the table. But keep the tiles you already have!

A new round starts with the player **sitting to the left** of the player who finished the last round.

## End of Game

When a player has **5 Garden tiles** they trigger the end of the game. The rest of the players can still play their last turn:

- **If there are still dogs** sniffing on Garden tiles during the final turn, players are forced to dig. Even if they know that the tile is hiding scraps!
- **If there are no dogs** on Garden tiles (regardless of whether there are still dogs in the centre of the table), the game ends.

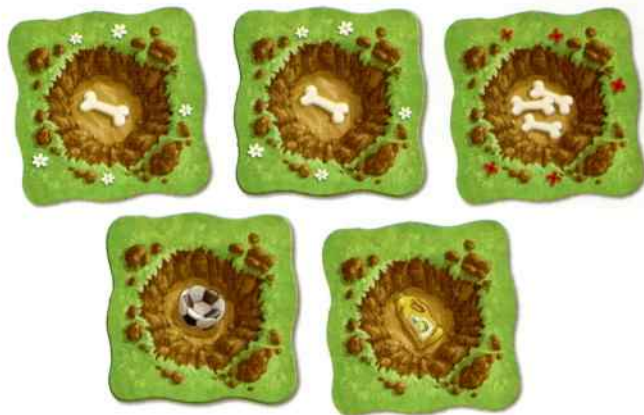


## Scoring

Every player turns over the Garden tiles they have gathered during the game and **add the Victory Points** they have gained.

- **You score 1 point for each bone** (in the case of tiles with more than one bone, you still score 1 point for each bone).
- **Each tile with scraps subtracts 1 point** from your final score.

It is most likely that every player will not have gathered the same number of Garden tiles.



**Example:** At the end of the game, Paul has gathered 5 Garden tiles.

His final score is 3 (5 bones – 2 scraps)

In the case of a **draw**, the player with the most **tiles with flowers of the same colour** wins the game. If there is still a draw, don't think twice and play again! And remember to have fun!

