LA PARTITECA



Intervention with young people through board games



INTRODUCTION

A group-based socioeducational project for young
people, designed to strengthen
emotional and social skills
through board games, within the
framework of Basic Social
Services.

The project is part of a larger initiative called **One more game!**

AN INNOVATIVE METHODOLOGY

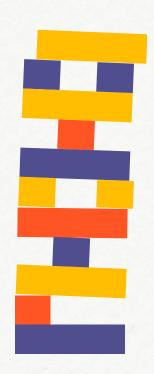
A participatory, engaging, and playful group-based approach, using a selection of board games chosen specifically for their content.

The sessions include both original games and adapted versions, designed to delve deeper into emotional and social skills. The key elements of the intervention are board games, relational bonding, and role modeling.

Led by two Social Educators.



BOARD GAMES

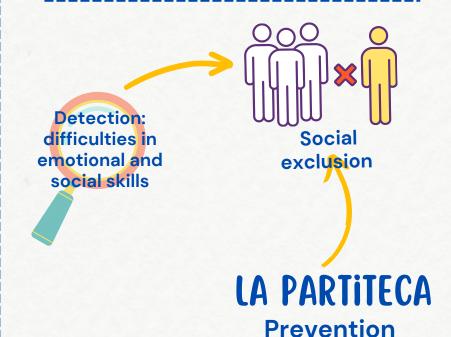


- Facilitate communication, openness, and the creation of interpersonal bonds.
- Encourage the identification and expression of emotions.
- Allow for addressing complex topics and situations from a more **abstract**, **indirect**, **relaxed**, **and playful** perspective.
- Represent a safe space where mistakes can be made and corrected.
- Provide the opportunity for the professional to gather information through observation.

OBJECTIVES



- To develop social skills such as assertiveness, expressive and receptive communication, and managing emotional situations within a group setting.
- To work on emotional literacy, including emotional expression and regulation, empathy, and more.
- To foster group cohesion and a sense of belonging.



CHALLENGES

- To consolidate the project.
- To **expand** the intervention to other age groups and contexts.
- To create and implement an intervention methodology based on board games within the context of the social services.



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