

The world is changing, and we cannot predict today what we will need to know tomorrow and what challenges we will have to deal with. We need certain skills for this - Future Skills. What Future Skills are there actually? Which ones do we need? Which ones do we perhaps already have? The Future Skills card game provides you with answers to these questions by introducing you to important Future Skills and gives you the opportunity to find out more about the Future Skills profiles using action cards. Use the profile cards to learn which Future Skills actually exist and in which situations they are important - and find out where your strengths and learning needs lie!

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INSTRUCTIONS

PREPARING THE GAME

Number of players:

No limit, ideally 3-4 players

Package content:

17 profile cards (blue), 18 action cards (red), 1 overview card

Game preparation:

Have paper and pens ready for all players. Place the Future Skills overview card in the middle, clearly visible to everyone.

Co-Creation

(Individual organisation-related competences)

Communication
Competence

Cooperation
Competence

Self-Competence

Self-Determination

Learning
Literacy

Self-Efficacy

Digital Literacy

Learning

(Individual development-related competences)

Reflective
Competence

Initiative & Performance
Competence

Ambiguity
Competence

Ethical
Competence

Decision Competence

Sensemaking

Development

(Individual object-related competences)

Future & Design
Competence

Design-Thinking
Competence

Innovation
Competence

Systems
Competence

Future Skills Map

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Instructions

GAME VARIANTS

Game variant A - getting to know Future Skills:

Take it in turns to draw one of the blue profile cards and only look at the front.

Stop the clock: You have **2 minutes** to come up with a definition together.

What could this Future Skills profile mean? Write down your definition.

Then turn the card over and compare. How close were you? Are the most important aspects included in your definition?

Award points together for how close you were to the definition. There are **3 points** for a definition that includes all the important elements, **0 points** for a definition that has nothing to do with the Future Skills profile described and **1 or 2 points** for a definition that only includes a few or most of the elements. Note down your points.

How long does it take you to gain **20 points**? Which Future Skills profiles do you find particularly difficult or easy to describe?

INSTRUCTIONS

GAME VARIANTS

Game variant B - Deepening:

Place all **profile cards (blue)** and **action cards (red)** in a separate, well shuffled pile. Now draw an **action card** in turn and carry out the task indicated on it. You will often need a **profile card** to solve the task.

Play for as long as you like.

Instructions

FUTURE SKILLS TABOO

Objective:

As with the classic TABOO, the aim is to **guess the correct term**, in this case the correct Future Skills profile.

Game structure:**Step 1:**

First form two teams. Then put the red Action Cards aside.

Step 2:

Shuffle the blue Future Skills profile cards well, stack them and put them back in the box so you can't see which card is drawn.

INSTRUCTIONS

FUTURE SKILLS TABOO

Step 3:

The youngest team (ages of all players added together) begins. Player 1 **blindly draws** a card from the pack and **explains** the Future Skills profile to the other team members without using the hashtags or word parts of the skills profile (=TABOO terms).

A player from the opposing team **stops the time** (60 seconds) and makes sure that none of the TABOO words are used.

Each guessed card is first **set aside** and put back in the box at the end of the round. Then it is the opposing team's turn.

End of the game:

At the end, the team that was able to guess more words wins.

Please note: If you draw the same Future Skills card as your predecessor, you must find a different explanation. You are not allowed to repeat the same explanation.

Future Skills

Overview

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Future Skills Map

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Future Skills

ACTION CARD

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Draw a Future Skills profile card. Find a book or movie in which this Future Skills profile plays an important role in the plot. Describe to each other how exactly this Future Skills profile is relevant there.

Future Skills

ACTION CARD

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- Draw a Future Skills profile card. Reflect and take notes:
- a) in this situation I was able to score points with this Future Skills profile,
 - b) in this situation I would have needed more of it, and
 - c) this is how I can work on this Future Skills profile. Share your thoughts afterwards!

Future Skills

ACTION CARD

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Do some advertising! Choose one of the Future Skills profiles that you find particularly important and “sell” it to the others in a short pitch.

Future Skills

ACTION CARD

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Skills guessing: Draw a Future Skills profile card and hold it so that everyone but you can see it. Ask the others yes/no questions and try to find out which Future Skills profile card it is!

Future Skills

ACTION CARD

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Future Skills Taboo: Draw a Future Skills card so that only you can see it and describe it without using the terms on the card. Who can guess it the quickest?

Stop the time and swap roles!

Future Skills

ACTION CARD

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Think about what career you would like to pursue later or what area you would like to work in. What

Future Skills could you need that are not so important yet nowadays? Think about what activities will change. Write down the Future Skills profiles and discuss with each other.

Future Skills

ACTION CARD

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Place the Future Skills overview card in the middle and individually determine the following Future

Skills profiles:

- a) this is where I have the most urgent need for development,
- b) this is where I have the least need for development,
- c) this is where I have the greatest interest in further development and deepening.

Future Skills

ACTION CARD

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Imagine the 17 Future Skills profiles were people at a champagne reception - which would you most like to meet? Which would you find the most boring? Which ones would be the most annoying? Reflect and discuss afterwards.

Future Skills

ACTION CARD

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Draw a Future Skills card. Which famous person is a role model for this Future Skills profile? Why? Discuss!

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Future Skills

ACTION CARD

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Draw a Future Skills card face down. The others have to guess which one you have drawn. Your task: Try to draw the Future Skills profile. Words and numbers are not allowed!

Future Skills

ACTION CARD

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Think of a situation in which someone else did not act correctly from your point of view. What was the reason for this - and can you justify this with Future Skills (too much/too little)? Describe the situation and argue!

Future Skills

ACTION CARD

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Draw a Future Skills card face down. The others have to guess which one you have drawn. Your task: Try to pantomime the Future Skills profile - i.e. without speaking.

Future Skills

ACTION CARD

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Draw a Future Skills card: Imagine the Future Skill was a costume at carnival. What would the costume look like? Describe it to the group.

Future Skills

ACTION CARD

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Draw a Future Skills card. Discuss together: Which song (title) conveys particularly well what this Future Skills profile stands for?

Future Skills

ACTION CARD

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Future Skills Fuck-Up Session: Draw a Future Skills card.

Think about and share stories of situations in which you have completely failed with regard to this Future

Skills profile. Discuss: How could you have acted differently?

Future Skills

ACTION CARD

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Think of a person from your life so far who has had a particularly positive or particularly negative impact on your learning experiences.

What does this have to do with Future Skills?
What Future Skills profiles can you find to explain why these were positive or negative experiences?

Future Skills

ACTION CARD

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Do you ever wonder what creative words are used to describe the taste of wines or teas?

Draw a Future Skills card and try to describe its taste - as if it were a good wine or a soothing tea!

Future Skills

ACTION CARD

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Now let's turn the tables: You are directors and have to make a movie about a Future Skills profile.

Draw a Future Skills profile card, then everyone thinks of an exciting movie title that arouses curiosity.

Share your ideas and choose the best movie title!

Future Skills

LEARNING LITERACY



#learning
#self-directed
#strategic

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LEARN

LEARNING LITERACY

Learning literacy means that I can determine my own learning goals, organize and design my learning process independently, track my learning progress, and apply various learning strategies.

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Future Skills

SELF-EFFICACY



#self-confident
#prospect of success
#self-confidence

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LEARN

SELF-EFFICACY

Self-efficacy is the belief and (self-) awareness that I can accomplish tasks with my own abilities, take responsibility, and make decisions.

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Future Skills

SELF-DETERMINATION



#autonomy
#space for development
#freedom

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LEARN

SELF-DETERMINATION

Self-determination (also autonomy, personal responsibility) means that I can create spaces for my own development in the tension between external and self-determination and thereby shape my own situation in a self-determined way in order to strive for the fulfillment of my own needs.

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Future Skills

SELF-COMPETENCE



#self-autonomy
#self-organization
#self-regulation

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LEARN

SELF-COMPETENCE

Self-competence (or personality competence, individual competence, self-monitoring) is the ability to manage and organize my personal and professional development largely independently of external influences through self-management and self-organization.

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Future Skills

REFLECTIVE COMPETENCE



#question mark
#change of perspective
#alternatives

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LEARN

REFLECTIVE COMPETENCE

Reflective competence means that I can question myself and others as well as situations and facts. For this, I perceive and analyze systems of behaviour, thought and value and take on different perspectives.

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Future Skills

DECISION
COMPETENCE



#deliberate
#decide
#responsibility

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LEARN

DECISION COMPETENCE

Decision competence means that I can recognize situations that require decisions and make decisions in these situations while taking responsibility for them. For this, I can identify and weigh different decision options against each other.

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Future Skills

INITIATIVE AND
PERFORMANCE COMPETENCE



#motivation
#contribution
#performance

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LEARN

INITIATIVE AND PERFORMANCE COMPETENCE

Initiative and performance competence is the ability to motivate myself to perform. It also includes having the will and values to initiate activities aimed at achieving desired changes and make a constructive contribution to current developments.

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Future Skills

AMBIGUITY
COMPETENCE



#heterogeneous
#ambiguous
#contradiction

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LEARN

AMBIGUITY COMPETENCE

Ambiguity competence means that I can recognize, understand, contextualize and deal with ambiguity and heterogeneity in situations. This also relates to dealing with conflicting information and role expectations

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Future Skills

ETHICAL
COMPETENCE



#values
#judgement
#morality

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LEARN

ETHICAL COMPETENCE

Ethical competence means that I can recognize ethically significant issues in professional and private situations, that I can analyse and assess them and that I am able to develop alternatives. In doing so, I am guided by a moral compass in order to assess my own behavior and that of others.

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Future Skills

DESIGN-THINKING
COMPETENCE



#open

#creative

#concept for the future

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DEVELOP

DESIGN-THINKING COMPETENCE

Design-thinking competence means that I can develop alternative future scenarios. I can develop open-ended, concrete, and creative futures and solutions that consider the needs of different target groups. I know and can apply design-thinking methods.

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Future Skills

INNOVATION
COMPETENCE



#creativity
#innovation
#creative process

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DEVELOP

INNOVATION COMPETENCE

Innovation competence means that I can create new and unknown things and am open to experimenting with new solutions. I see innovation as an important part of my personal development and the development of organizations.

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Future Skills

SYSTEMS COMPETENCE



#network

#synergy

#complex

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DEVELOP

SYSTEMS COMPETENCE

Systems competence means that I can recognize where systems exist, what dependencies exist, and how they function. I consider this in my projects and actions and take account of possible synergies.

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Future Skills

DIGITAL LITERACY



#media criticism

#media use

#media analysis

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DEVELOP

DIGITAL LITERACY

Digital literacy means that I know, use and develop various digital media. I critically analyze their impact on my learning and working processes and on society as a whole.

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Future Skills

SENSEMAKING



#creation of meaning

#self-will

#value creation

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CO-CREATE

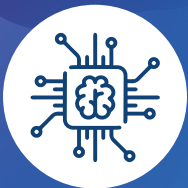
SENSEMAKING

Sensemaking means that I can recognize constructive, meaningful structures, values and connections in complex situations and circumstances and thus find meaning for myself in them, even when circumstances change frequently.

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Future Skills

FUTURE AND DESIGN
COMPETENCE



#future
#courage
#change

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CO-CREATE

FUTURE AND DESIGN COMPETENCE

Future and design competence means that I actively shape change with courage and optimism - and see it as an opportunity. I can imagine alternative futures and actively work towards making them a reality.

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Future Skills

COOPERATION
COMPETENCE



#teamwork
#openness
#co-creative

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CO-CREATE

COOPERATION COMPETENCE

Cooperation competence means that I can work with individuals or teams, whether online, in person, or hybridly.

I can achieve more together with different people and working methods than individually, can achieve a joint result and am open to the ideas of others - while at the same time being able to contribute my own ideas.

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Future Skills

COMMUNICATION
COMPETENCE



#discourse
#presentation
#empathy

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CO-CREATE

COMMUNICATION COMPETENCE

Communication competence means that I can communicate successfully in various situations and with different people. In discussions, I engage empathically with my counterpart, take different perspectives, and can accept other viewpoints in order to find a consensus together.

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