**The Challenges Game**

The objective of this game is to help students develop strategies for overcoming the challenges of transitioning from high school to university. The game encourages students to reflect on their own experiences and learn from their peers' perspectives.

**Setup and Roles:**

* Divide students into groups of four. Each group will consist of one "advised student" and three "advisers." Roles rotate during the game, so every student has a chance to be both an advised student and an adviser.

**How to Play:**

1. **Assign Roles**: At the beginning of the game, assign one student in each group the role of the "advised student." The remaining three students are the "advisers."
2. **Identify a Challenge**: The advised student describes one specific challenge they have faced during their transition to university (e.g., time management, making friends, or adapting to new study methods).
3. **Propose Solutions**: The advisers take turns offering suggestions or strategies to address the challenge. Each adviser proposes one idea.
4. **Evaluate Solutions**: The advised student evaluates the suggestions, providing feedback on each idea’s feasibility, creativity, and constructiveness. They select the solution they find most useful.
5. **Rotate Roles**: After one round, the roles rotate within the group. A new advised student shares their challenge, and the remaining students take on the role of advisers.
6. **Repeat Steps**: Continue this process until every student in the group has had the chance to act as the advised student and share their challenge.
7. **Debrief and Discuss**: At the end of the game, each advised student presents the solution they found most helpful and explains why they chose it. The group collectively discusses any recurring themes, insights, or strategies that emerged during the game.

**Pedagogical Outcomes:**

* Encourages collaboration and creative problem-solving.
* Helps students reflect on their challenges and potential solutions.
* Fosters a supportive environment for sharing experiences and strategies.