

ACTUALISE LEARNING

Nurture. Educate. Advance

Encompass - Card Game

- Balancing the hemispheres of the brain, so they work in an integrated fashion and improve learning (when both eyes, both ears, both hands and feet are being used equally in an activity)
- 3x sets of playing cards (each set of playing card represents a cycle of learning)
- Learning cycles, to be made from one subject into another
- Circa 15 - 20 activity themes, per learning cycle
- 3 stages of learning cycles (one level builds on the next)
- 'Game master' - parent in charge of asking questions to participants
- Time restraints - 2 minutes allowed, per activity to complete (egg timer)
- £5.99 - £7.99: price point

Classic modules

- Emotional Intelligence
- Our Identity
- Humility
- Emotions and feelings
- Logical thinking

Cross-curricular modules

- Linguistics

Premium modules

- Understanding communications
- Our own characters and feelings
- Self-confidence, growth and change
- Applying logic

Discussion-based modules

- Positive skills
- Cognitive health and wellbeing
- Social and emotional cognition