

	<b>Dixit</b>
Linguistic level (CEFR)	From A1+ (the game is more interesting with higher levels)
Game objective	Obtain the highest number of points by correctly guessing other players' cards or having others guess your card, without being too obvious.
Roles	Storyteller who changes each turn, players who try to guess the card.
Rules	<ul style="list-style-type: none"> <li>- Each player has 6 cards in hand.</li> <li>- The current storyteller chooses a card and invents a phrase based on the image.</li> <li>- The other players choose a card that corresponds to the phrase.</li> <li>- The storyteller shuffles the cards and reveals them.</li> <li>- Players try to guess which card belongs to the storyteller and earn points.</li> <li>- The game ends when a player reaches 30 points.</li> </ul>
Number of players	3-8
Recommended age	8+
Time (duration of a game)	30 minutes
Scores/how to win	<p>Players earn points and move on the board:</p> <ul style="list-style-type: none"> <li>- If no one or everyone guesses the correct card, the storyteller earns 0 points and every other player earns 2 points.</li> <li>- If not everyone guesses, the storyteller and those who found the correct answer earn 3 points.</li> <li>- Non-storyteller players earn 1 point for each vote received for their card.</li> </ul>
Objects	Illustrated cards, game board, voting tokens, pawns.
Relationships	Competitivo, con elementi collaborativi per interpretare le carte.
Player profile	<ul style="list-style-type: none"> <li>- <i>Context</i>: students with shared vocabulary, interested in using language with imagination, guessing.</li> <li>- <i>Skills</i>: creativity for interpretation, ability to find associations and synthesize.</li> <li>- <i>Lexical and grammatical themes</i>: various, depend on the images and curricular needs.</li> <li>- <i>Socio-cultural context</i>: shared cultural knowledge to simplify the role of the storyteller and the guessing process.</li> </ul>
Skills, knowledge	<ul style="list-style-type: none"> <li>- <i>Language</i>: vocabulary, description, storytelling, listening.</li> <li>- <i>Culture</i>: cultural associations.</li> <li>- Soft skills and personal development: creativity, listening, interpretation, synthesis, strategy, making choices and decisions, empathy, emotion management.</li> </ul>