

LEADCOR

LEADERSHIP DEVELOPMENT FOR OCCUPATIONAL
STRESS REDUCTION IN CORRECTIONAL SETTINGS

LEADCOR Leadership Boardgame:

A Correctional Leadership Game to Support Prison Staff Leadership Development



www.leadership-corrections.org



This document was developed within the project framework Intellectual Output 3 ("Leadership training curriculum and programme").

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About this document

Welcome! You are reading this document because you work in **Prison Administration, Human Resources Management, Training, and other management positions** responsible for **leading and managing correctional staff**. This document is also intended for prison and probation staff trainers with **management positions or aspiring to have a management position**.

In this document, "LEADCOR Leadership Boardgame: A Correctional Leadership Game to Support Prison Staff Leadership Development", you will find information about the **LEADCOR Leadership Boardgame**, including what the game is about, its material and how to play it. This game aims **to support prison staff leadership skills with the purpose of reducing workplace stress levels amongst this target group**.

The LEADCOR game was designed to be like any other classical board game: intuitive, fun and easy to play! In addition to the game enjoyment, the LEADCOR board game takes a step further: **it has an underlying pedagogical approach**. Players are challenged to be the first to reach the last square of the board game, but to be the winner, they must reflect and respond to situations in the playing cards related to **leadership competencies**.

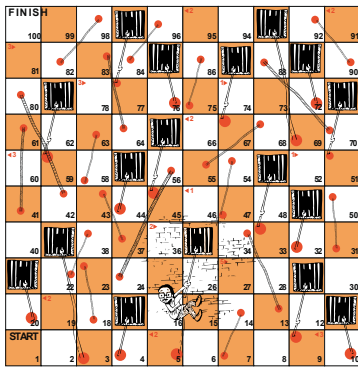
We will explain everything you need to know in the following pages if you would like to play the LEADCOR Leadership Boardgame.



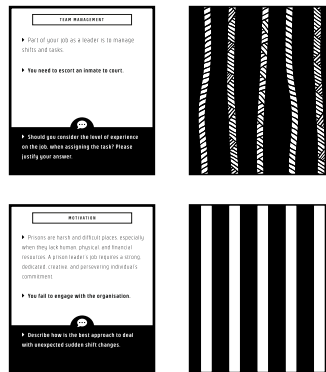
LEADCOR Leadership Boardgame

Game material

Like a typical classical boardgame, the LEADCOR Leadership Boardgame includes the following material:



Board



Playing cards



Hourglass (1 min)

Card Identifier	Identified Competence	Yes/Answer	Observation/Note
<input type="checkbox"/> Skill <input type="checkbox"/> Knowledge 100-101		▶	
<input type="checkbox"/> Skill <input type="checkbox"/> Knowledge 102-103		▶	
<input type="checkbox"/> Skill <input type="checkbox"/> Knowledge 104-105		▶	



Pen and paper



Playing pieces + Dice



Bag

Instructions

Get start

- 1. Understand the objective of the game.** The aim is to be the first player to reach the end by moving across the board from square one ("START") to the final square ("FINISH"). Most boards wrap back and forth, so players move left to the right across the first row, then move up to the second and right to the left, and so on. Therefore, the moves must be made in a numerical sequence.

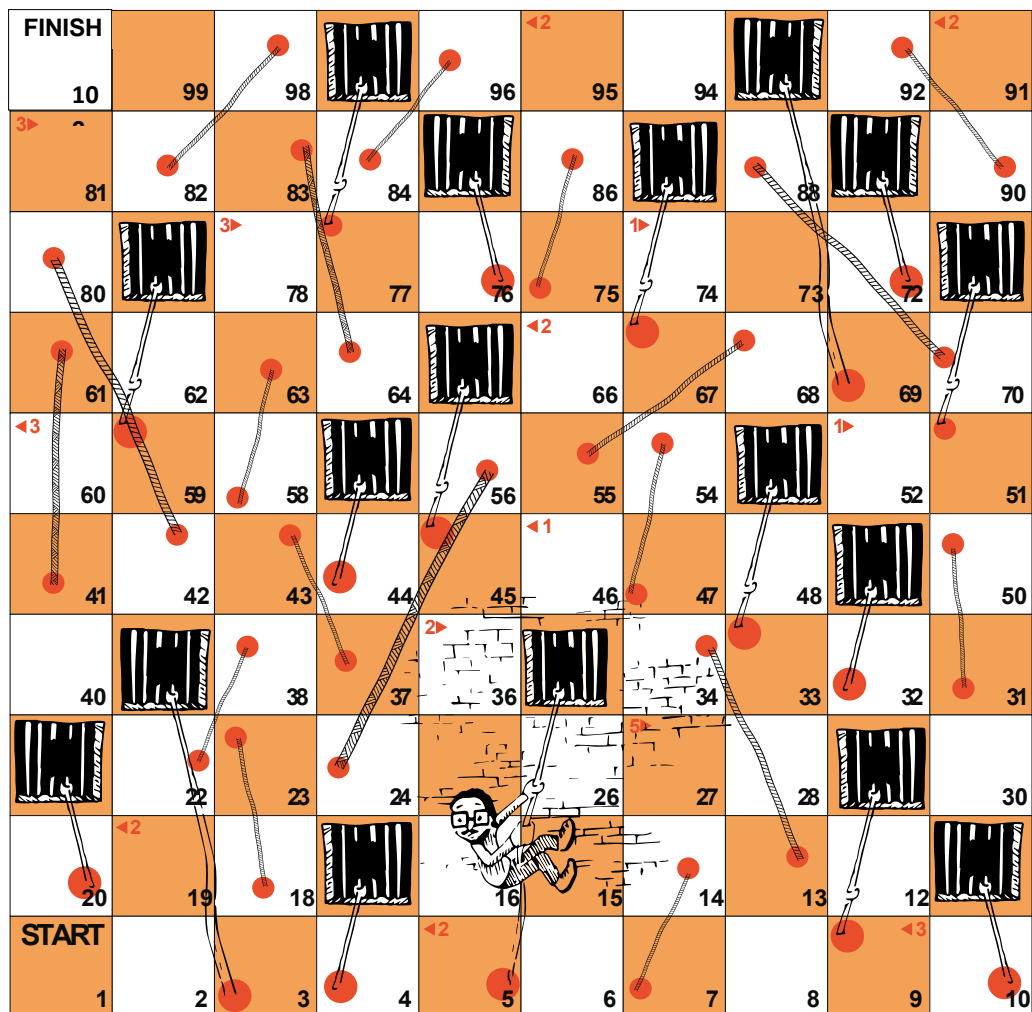


Figure 1. Boardgame

- 2. Decide who goes first.** Each player should roll the dice to see who gets the highest number. Whoever rolls the highest number gets to take the first turn. After the first player takes a turn, the person sitting to that player's left will take a turn. Play continues in a circle going left.

If two or more players roll the same number, and it is the highest number rolled, each player rolls the dice an additional time to see who gets to go first.

3. Start playing. Players must roll the dice again to take the turn and read the number they rolled. Then, players must pick up their game piece and move that number of spaces forward.

Cards – Ropes & Sheets

4. Climb up ropes. The ropes on the game board allow players to move upwards and get ahead faster. If players land exactly on a square that shows an image of the bottom of a rope, then they may move their game piece all the way up to the square at the top of the rope. However, it is only possible to move if their answer to the question or situation is suitable for dealing with it.

If players land at the top of a rope or somewhere in the middle of a rope, they just have to stay put. No player moves down ropes.

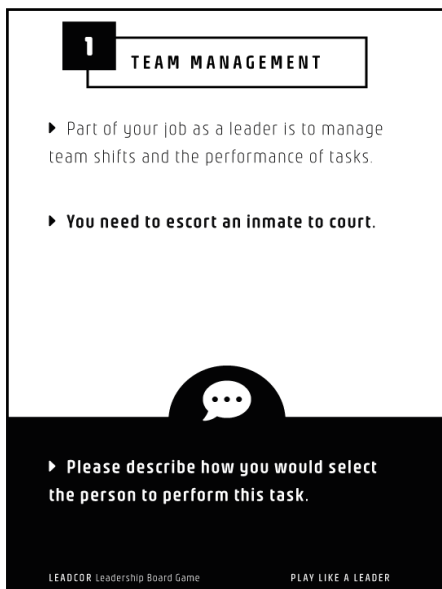
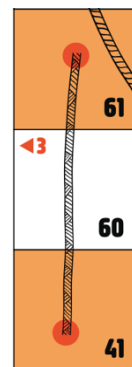


Figure 2. Cards - Ropes

5. Slide down the sheets. Sheets move players back on the board. Players will have to go back on the board, but to do so, they need to answer the question or situation. They will land exactly on the square at the bottom of the sheet.

If players land on a square in the middle or at the bottom of a sheet, they just have to stay put. They only slide down if they land on the top square of a sheet.

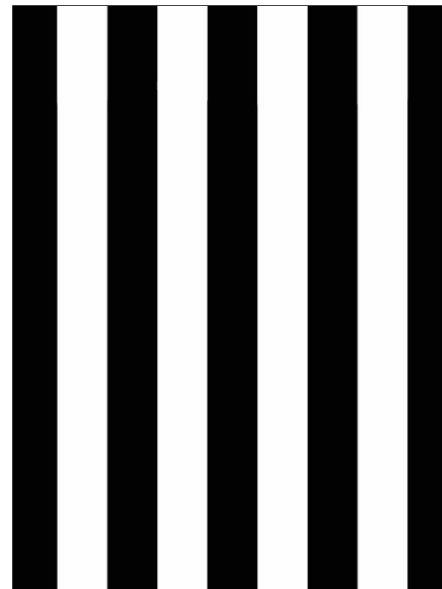
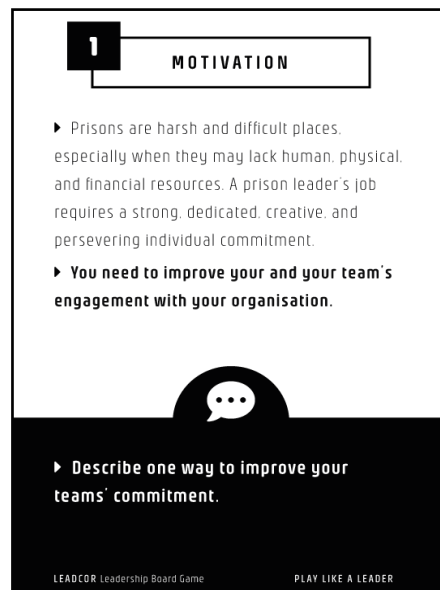
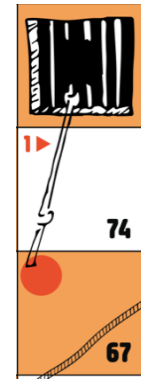


Figure 3. Cards - Sheets

6. Locked squares. Imagine this scenario: a player landed on a sheet square and went back in the game. If a player lands in that same square again, they shouldn't worry: this square is locked. This means that players don't have to slide down the sheet again and go back on the board. They just have to stay put and continue the game (after writing down the square number so they don't forget it).

7. Answer sheet. After answering the question or situation in each game card, players must write their answers on the answer sheet. The card type (rope or sheet and its number), the competence identified, and the answer itself should be written down before passing the move to the next player. The answer sheet will be valuable,

especially for the end of the game, because it will allow players to revisit their answers and discuss them.

Card Identification	Identified Competence (e.g. motivation)	Your Answer	Observations/Notes
<input type="checkbox"/> Rope <input type="checkbox"/> Sheet Card number _____		▶	
<input type="checkbox"/> Rope <input type="checkbox"/> Sheet Card number _____		▶	
<input type="checkbox"/> Rope <input type="checkbox"/> Sheet Card number _____		▶	

Figure 4. Answer sheet

A few minor details

- 8. Timing is running out to answer.** Players only need to provide their answers as soon as the hourglass runs out of sand at the top compartment. If no answer is provided (on the ropes and squares), players lose their turn and are required to skip the next round.
- 9. Lucky rules.** If players roll a six, then they get an extra turn. First, they should move the piece forward six squares and then roll the dice again. If they land on any sheets or ropes, they must move up or down and then roll again to take the extra turn. As long as they keep rolling sixes, they can keep moving!
Some squares have lucky numbers – players go back and forth the number of times indicated in the square! $1 > < 2$

10. Land precisely on the last square to win. The first person to reach the highest square on the board wins. But there's a twist! If the player rolls too high, the piece "bounces" off the last square and moves back. The player can only win by rolling the exact number needed to land on the last square.

For example, if the player is on square 99 and rolls a four, the game piece should be moved to 100 (one move), and then it has to "bounce" back to 99, 98, 97 (two, three, then four moves). If square 97 is a sheet, the player must answer the question and slide down as usual.

Now you know how to play the LEADCOR Leadership Boardgame! If you are more interested in digital games, we have also developed a version that allows you to play through your computer or mobile phone. Click [here](#) to access the **LEADCOR Leadership Digital Game**.



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