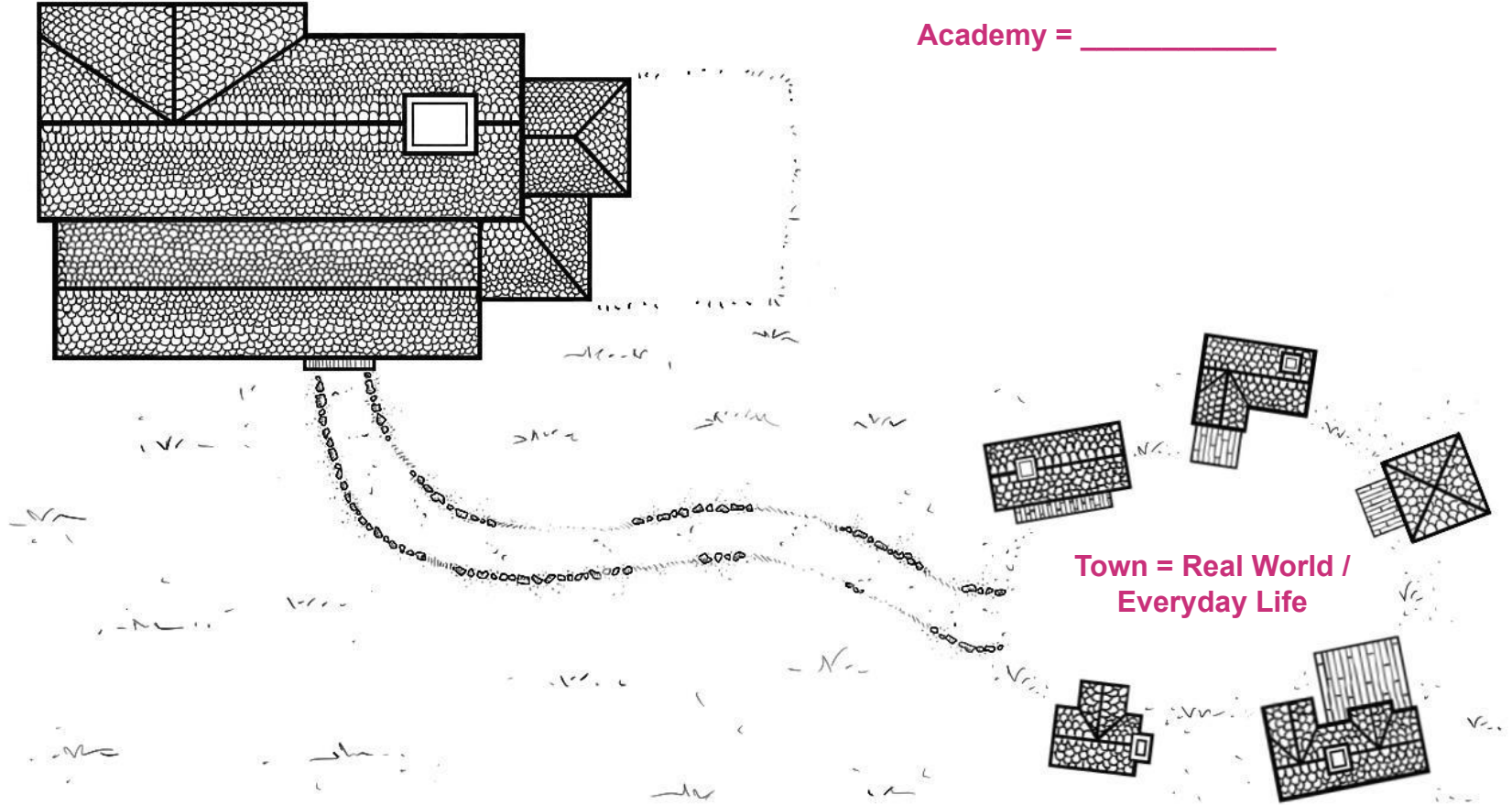




echo Games

Co-Discovery RPG

Academy = _____



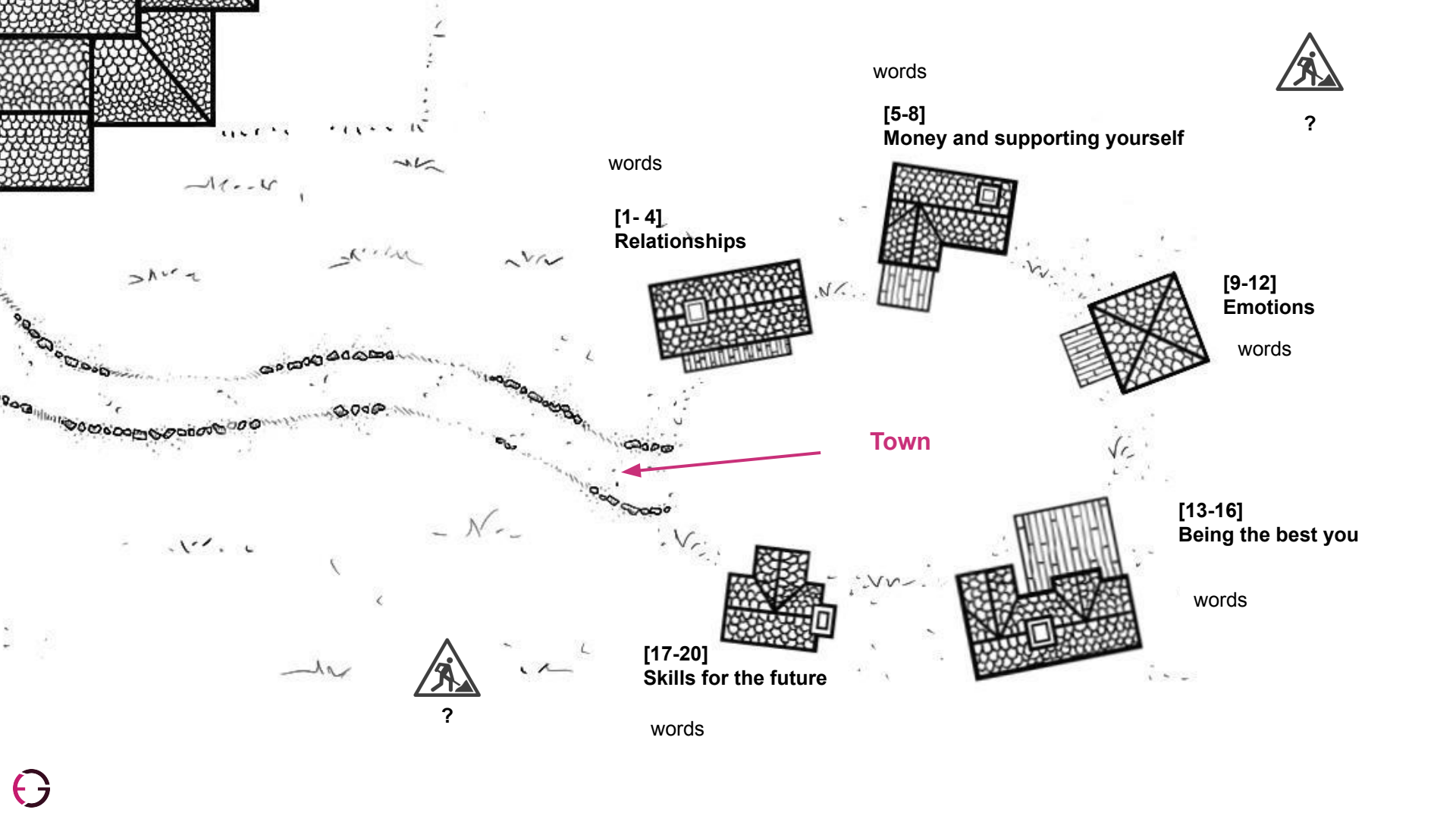
Town = Real World /
Everyday Life

Design your superhero

Name: _____

Skill	Points (Tokens)
Speed and agility	
Magical powers	
Endurance	
Kindness/friendness	
Luck	





words

[5-8]

Money and supporting yourself

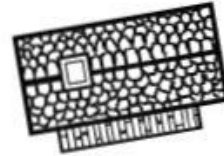


?

words

[1-4]

Relationships

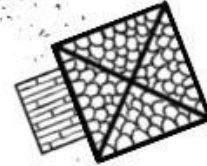


Town

[9-12]

Emotions

words



[13-16]

Being the best you

words



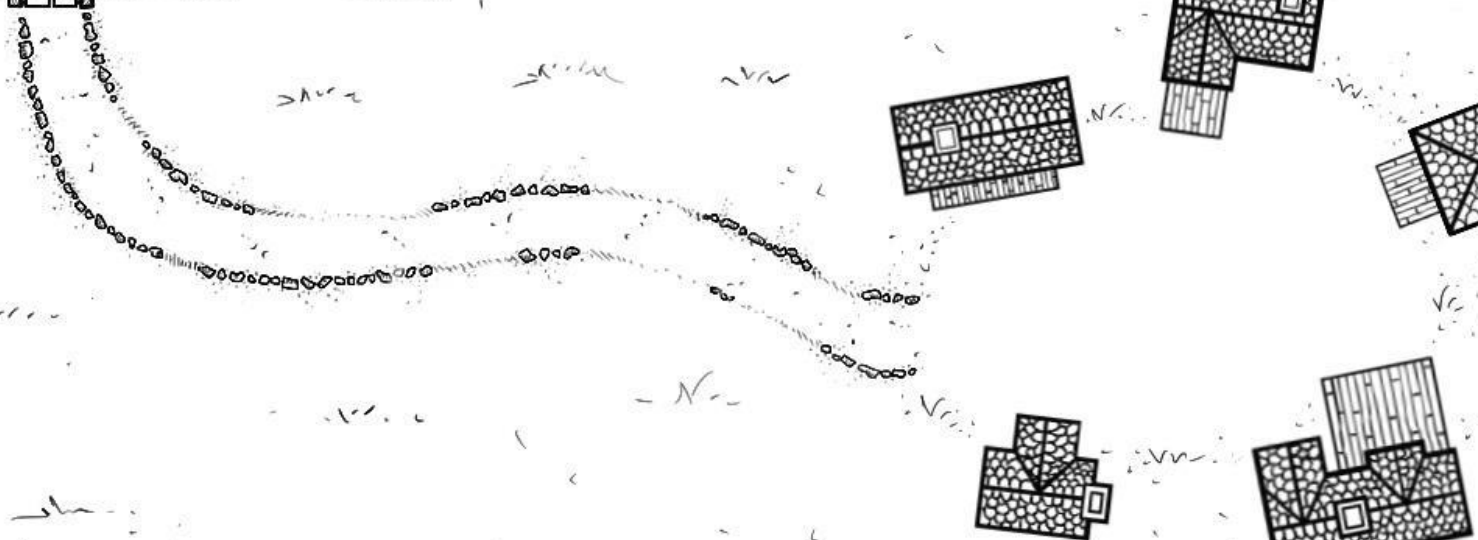
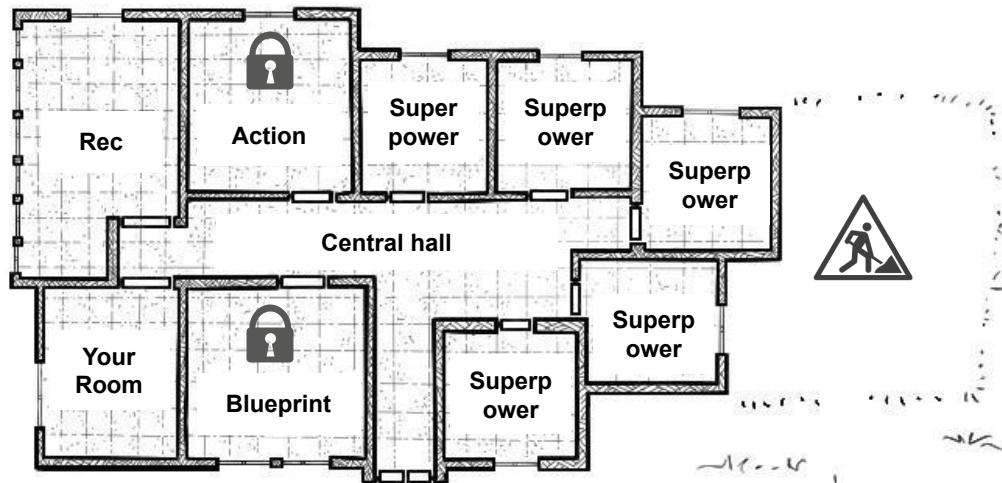
[17-20]

Skills for the future

words



?



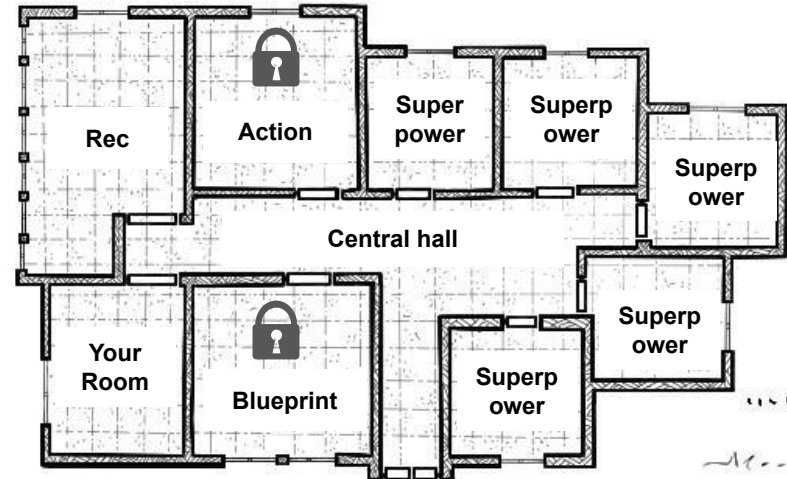
Central Hall



Choose 5 keywords:

Where next?

....



Superpower Rooms



[Keyword]



...

Superpowers



...

Help



...

Superpower Rooms



[Keyword]



...

Superpowers



...

Help



...

Superpower Rooms



[Keyword]



...

Superpowers



...

Help



...

Superpower Rooms



[Keyword]



...

Superpowers



...

Help



...

Superpower Rooms



[Keyword]



...

Superpowers



...

Help



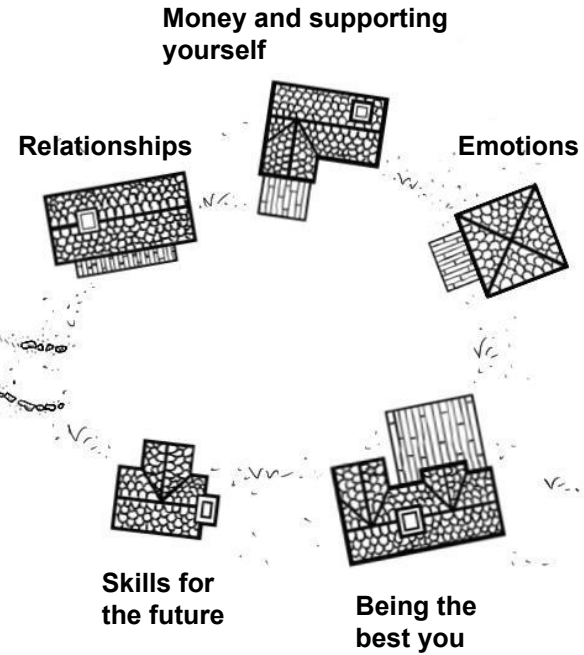
...

Action Room



How could you use your **superpowers** for good?

...



My Room



What would you like in your room (safe space)?



Recreation Room



...

What do you like to do for fun?



Blueprint Room



New Annex



What do you think the Academy is missing?

...

Manual 1

INTRO

You are going to visit first a town, which represents the real world/your everyday life

After a tour of the town, we are going to the academy, which represents the youth justice system

Does that make sense? You can let us know if something is not clear.

DESIGN YOUR SUPERHERO

You have 10 stars to select your superpowers.

TOWN

Roll dice to move into a location. Each location has a theme. What words come to mind for each theme?

- Relationships: family and friends; building trust
- Money and supporting yourself
- Emotions : controlling your emotions
- Being the best you – reaching your potential
- Learn a new power: skills for the future (once you leave the academy)

The facilitator takes note of the keywords. Pick 3 keywords that are the most important to you. Those keywords are then added to the superpower rooms.

Manual 2

SUPERHERO ROOM

Facilitator: Copy a keyword per room. Which superpowers are connected to this keyword? Which help would be needed to support/enhance these superpowers?

ACTION ROOM (UNLOCK AFTER SUPERHERO ROOMS)

Imagine you have your superpowers, what are you going to do with them to help you and others?

Facilitator: Copy superpowers into this room.

MY ROOM

This is a space where the superhero can relax and feel safe. You can describe the room using words, text, and/or drawings/images. For example, which objects should be here?

Focus on:

- Positive things in the young person's life.
- Things that make them comfortable and confident.
- Add a Poster for the room.

Tools: real or digital whiteboard, paper, Zoom annotate

Manual 3

RECREATION ROOM

Describe your perfect fun activity. Prompts:

- What takes your mind off things?
- What do you like to do with friends?
- Do you have any hobbies?
- If you had one hour to do anything you wanted, what would you do?
- What activities would you put in this room for other people to enjoy?

BLUEPRINT ROOM (UNLOCK AT THE END)

The annex is where the academy wants to expand, adding new rooms!

What do you think could or should be in the academy to help the next superhero?

Prompts:

- How could the academy be improved?
- What do you think is missing in the academy? What would be useful to your superhero and other superheroes?
- What should the academy builders work on first? (prioritisation)