# Tell us what you C@N-DO! – Instructions for the UKPSF game

AIM: The aim of the game is to complete your self-audit sheet, listing examples of your practice against each Dimension of the UKPSF. Opportunities for this come both when you have a turn and land on a coloured square or ‘Change’ square and when a team-mate lands on ‘Challenge’ square.

### Each group needs:

* One ‘Tell us what you C@N-DO!’ board
* One Self-Audit sheet per person
* One counter per person
* Two sets of blank cards
* One egg timer
* One pen per person
* Dice

### How to play the game:

1. Each player places their counter on ‘Start’.
2. Take turns to play, working clockwise.
3. Throw the dice and follow the arrows to move around the board.
4. When you land on a (coloured) ‘Dimension’ square, you have 3 minutes to give an example from your practice which demonstrates your experience and skill. Write a summary of this into your Self-Audit sheet.
5. When you land on a black ‘**Change**’ square, you have 3 minutes to describe a change you have made to enhance your teaching and write it on a card. Write the change on one side and the relevant UKPSF Dimension on the reverse, and write a summary of this into your Self-Audit sheet. The others can also add it to their Self-Audit sheet if they personally have experience of that within their own practice.
6. When you land on a white ‘**Challenge**’ square, choose a challenge you face in your teaching and write it on a card. Write the challenge on one side and the relevant UKPSF Dimension on the reverse. The others have 3 minutes to suggest ‘strategies’ to address the challenge – if they personally have experience of that strategy, add it to their Self-Audit sheet against the relevant UKPSF Dimension.