

A TABLE OF COMPARISON OF THE VALUES GAMES

Game	Discovering Values	Values Game	Estonians' 100 choices
Target group	Students from primary to secondary school	Teachers, management and support staff of schools and preschools	The entire family from teenagers to the elderly
Use	During lessons, recess, after-school activities	In refresher training for teachers in universities, schools, or preschools	With family, friends, or colleagues
Goal	Getting to know one's own values and comparing them to others. Developing 21 st century learning skills	Establishing a dialogue between educationalists on how values and choices on values are expressed in everyday work	Promoting discussion to get to know oneself and others better
	Everyday choices are reduced to values, helping the players understand the underlying values of each choice. Supporting the development of self-reflection that helps players reach a better understanding of values important to themselves and others.		
Methodological approach	The game is based on the values clarification approach. The components of values clarification are thinking, feeling, choosing, communication, and acting. Clarification is based on the dilemma method that enables to highlight and discuss real-life value choices.		
The values in focus, ethical background	The human and societal values provided in state curricula, such as truth, humanity, consideration, safety, fairness, dignity, privacy, tolerance, cooperation, responsibility, trust.	Values provided in state curricula and the teachers' code of ethics, such as honesty, consideration, safety, fairness, dignity, respect, tolerance, cooperation, and responsibility.	Main branches of ethics and the types of ethical thinking that originate from them, such as the values-principles based, values-pragmatics based, loyalty-pragmatics based, and loyalty-principles based type.
	The dilemma method enables to discuss values and conflicts of values, principles of acting, ethical perspectives (e.g., virtue ethics, deontology, and normative ethics) and choices related to loyalty.		
Feedback	The players find out which values compete in their choices i.e., which values prevail, and which are in the background.	The players find out what type of ethical thinking they prefer in their personal or joint choices.	
There are no right or wrong choices in the game. Choices made in the game are not judged. The players are invited to use the feedback for self-reflection.			