Title of Tool: THE EMOTIONAL INTELLIGENCE GAME	
Aim of the Tool	This is a board game, based on various cards describing life situations full of emotions (positive and/or negative). It is designed for adolescents and adults and offers an engaging and insightful experience that fosters emotional awareness and connection.
Materials necessary to use the tool (ex. Whiteboard, pen and paper, room with chairs in a circle, internet connection, computer or mobile phone etc.)	Instructions and four sets of cards—16 emotion cards, 24 situation cards, 6 context cards, and 15 strategy cards—consists of the real board game. The game is accessible in four languages: English, Italian, Greek and Bulgarian. Since it was created as part of the Erasmus+ project, contact with one of the EIVET project partners is required if it needs to be translated into another language.
Involvement of other people (for example teacher, company tutor, parents etc)	All group members are supposed to play the game in class while being watched over – monitored – supported by the trainer, mentor, consultant, etc.
Link for the tool (online link for example)	NA
Indication on how to use the tool	In order to use the board game as cards in the classroom, it must be printed out. Because "emotions" are linked to distinct colors, it must be printed in color. It comes with instructions that provide guidance on how to use the various cards.

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