

Knew It

The most hilarious way to have an intake



Where was your grandfather born and where did he grow up? What are acceptable reasons for getting him out of bed and what should you explicitly avoid doing in his company? What are his worst fears and do you know about his greatest adventures? This information is essential for providing good personal care, and it is the underlying concept of the board game Knew It. It will help you to learn more about your grandparents, parents, uncles and aunts, in short all your family and loved ones.

This is how it works

Knew It is a board game that focuses on the life of a family member or loved one – the main character. For each round, you put a question from a specific category in the centre. Consider questions such as these: Course of Life category – ‘Name a blunder that you remember this person making.’ Family & Friends category – ‘Who is the best one for a serious conversation with this person?’

The players have 1 minute to come up with a maximum of three answers to the question. They write their answers on pieces of paper, which you shuffle when the minute is up. The main character chooses two answers that he or she considers best, and then the other players vote for two best answers. The main character is allowed to give a chip to the person who has given the funniest, best or most interesting answer. You then paste the answers in the accompanying scrapbook. These answers do not only provide insight into the person himself; they also show you a lot about your understanding of that person. This can lead to lots of fun, as well as a deeper insight into the person you thought you knew but in fact still had a lot to learn about. The scrapbook gives you a unique family life record, which remains available for all of you to browse later.

You play through six categories to complete the game. And then..Who won the most chips? Who knows the main character best? Or who simply came up with the funniest answers? Whoever wins, all the players learn more about the main character, including their passions, dreams, good and bad memories, and the wonderful and important stories that have shaped him or her into the person he or she is today. Everyone is a winner with Knew It!

Use

- Knew It is used by organizations working within the social domain, such as care and welfare organizations to map the life story of (potential) clients in a fun way
- Knew It is also used by (care) education to teach pupils how to conduct a good conversation with clients or patients.

Specifications

- Board game

Particularities

- Easy to meet
- Quick and easy to use
- Content easy to adjust
- Available in every language
- Questions are easy to adjust