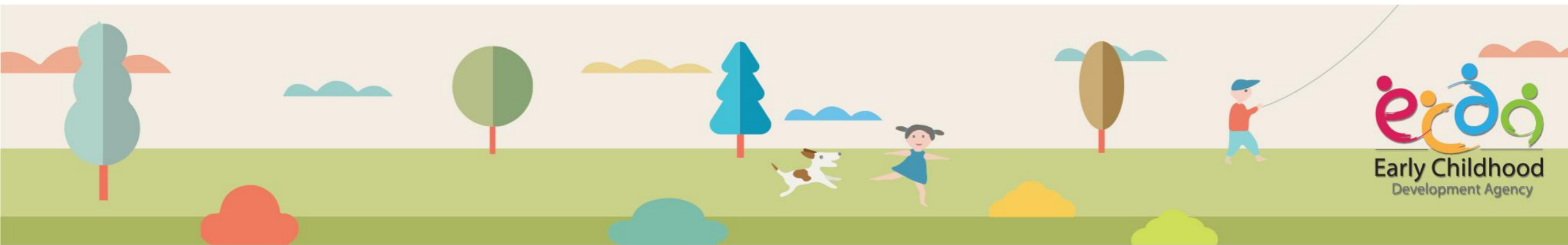
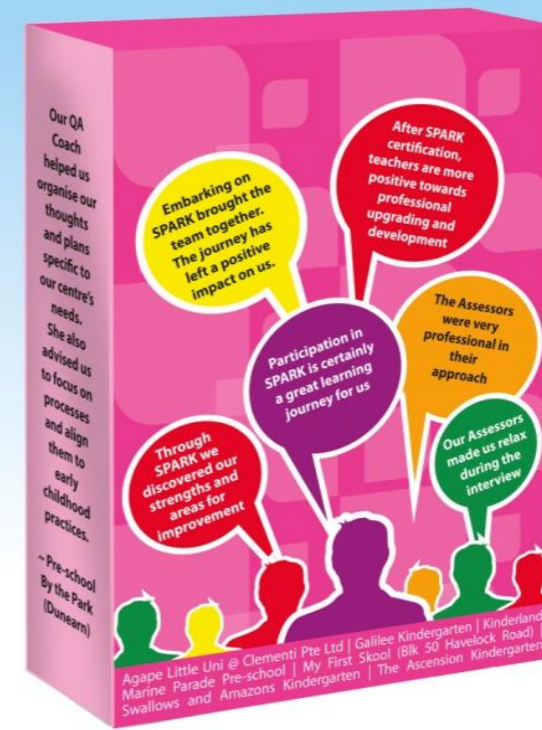
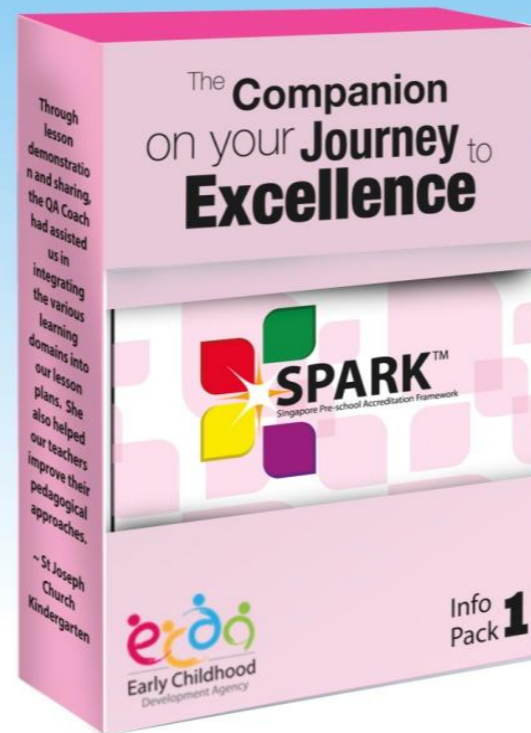


SPARK Info Pack 1



SPARK Info Pack 1

Game concept at the Basic (Emerging) Level

The player who holds the Myths card at the end of the game loses. In reality, when centres/staff hold on to stories or unproved beliefs about SPARK, these stories and beliefs may be myths and centres may lose out on quality improvement.

The Myths card may circulate among the players who do not wish to draw or keep it. Likewise, such myths may circulate among centres/staff and we should demystify them.

All other players (without the Myths card) are winners. The top winner is the player who has the SPARK cards matched as a set. This set of SPARK cards is the desired set of cards to hold, similar to centres' desire to be SPARK-certified centres.

The top winner is still the player who holds the set of SPARK cards, regardless of whether he has the myths card or not. A centre which goes on the journey towards SPARK certification can demystify the myths that it had held.

Through Play, you can learn about SPARK

Play at the Basic (Emerging) Level

- The Info Pack cards may be played by 3 or more players.
- A player deals out all the cards (it does not matter if some players have more cards).
- All players will first find matches between info and quiz cards in the cards dealt out to them. The players will display the matched sets on the table.
- Starting from the dealer in an anti-clockwise direction, each player takes turns to draw a card from the player on his right. If there is a match with his cards, the player will place the matched set on the table.
- A player holding the Myths card hopes that it is drawn away by the player on his left. The Myths card may then circulate among the players.
- Eventually all the cards will be matched except for the Myths card. The player who holds the Myths card loses.
- All other players are winners. The top winner is the player who has the SPARK cards matched as a set, regardless of whether he holds the Myths card or not.

Play at the Intermediate (Performing) Level

- Cards are accorded points (pts) :
SPARK (30pts); Purple (15pts); Red (10pts) and Yellow (10pts)
- 3 or more players may play.
- Shuffle all the 54 cards without the Myths card.
- A player deals out 5 cards, one at a time in clockwise direction, to each player.
- The remaining cards are placed in the centre as a 'stockpile'.
- All players will first find matches between info and quiz cards in the cards dealt out to them and display the matched sets on the table.
- The dealer starts the game by drawing a card from the 'stockpile'. If he can find a match for this card among his cards, he has to throw out a card to keep the card he has drawn. If there is no match, he may throw out the drawn card or any other card that he has. The cards thrown out form a 'snatch pile'.
- The next player may draw from the 'stockpile' or 'snatch pile', taking only the last card thrown out, and continues the game of matching and exchanging cards.
- Any player may intercept another player by exchanging one of his cards with the top card in the 'snatch pile'. The player who was intercepted loses his turn.
- When all players' cards are matched, the player with the highest points wins.

Play at the Advanced (Mastering) Level

Centres / Staff create their own games.

SPARK Info Pack 1

The SPARK Info Pack comprises:

- 16 Red cards - information / quiz on support from ECDA
- 16 Yellow cards - information / quiz on SPARK assessment application and process
- 20 Purple cards - information / quiz on Quality Rating Scale (QRS)
- 2 SPARK cards - achieving SPARK certification
- 1 Myths card - Myths on SPARK

Info Pack Play - Players are given the opportunity to read about SPARK. At the basic (emerging) level, players are given time to read and then play with the cards that are in matching sets except for the Myths card.

Training Support by ECDA Workshops

1. Quality Rating Scale workshop
2. Strategic Planning workshop



Training Support by ECDA Workshops

Two workshops organised by ECDA:

1. _____
2. _____



SPARK Briefing Outline

What can my centre learn from attending the SPARK Briefing?

SPARK Briefing Outline

ECDA will share an overview of SPARK assessment process and learning points from assessments.



Scoring the QRS

Emerging		Performing		Mastering	
1	2	3	4	5	6
A2	Y	A4	Y	A6	N
B2	Y	B4	Y	B6	Y
C2	Y	C4	N	C6	Y

What is the score?

Scoring the QRS

Emerging		Performing		Mastering	
1	2	3	4	5	6
A2	Y	A4	Y	A6	N
B2	Y	B4	Y	B6	Y
C2	Y	C4	N	C6	N

The score is 3



Myths

