

Employability Skills Mapping

Where each Skills for Success competency shows up during play — and what you can observe and record for a client file. Pairs with the Aha! reflection cards: *Your Part*, *Teamwork*, and *Who Led* work especially well with this audience.

SKILL	WHERE IT SHOWS UP IN PLAY	WHAT YOU CAN OBSERVE & RECORD
Communication	Steps 1–2 discussion · Step 6 pitch	Contributed ideas verbally; presented to a group using a clear structure (problem → solution → fit → pivot)
Collaboration	The whole game — teams of 3–5	Built on others' ideas; negotiated one shared solution from many options; took on a role within the team
Problem Solving	Ideation and build · impossible card combinations	Generated multiple options; selected using criteria; worked productively within constraints (the Bylaw, the town's quirks)
Adaptability	Step 4 — the Wildcard reveal	Revised a plan under an unexpected change without abandoning the goal; reframed a setback as a pivot
Creativity & Innovation	Ideation · unusual town constraints	Produced original solutions that fit unusual conditions; combined ideas in new ways
Digital (<i>optional</i>)	Online edition at awesomeville.ca/play , or Live Rooms on a phone	Navigated the browser tool; used the sketchpad and timer; exported or shared the team's presentation

Suggested use: keep one sheet per session and circle observed behaviours as they happen. The sheet becomes session evidence for the client file — no extra paperwork, no quiz, nothing that turns the game back into a test.

The fictional-town design is deliberate for this audience: when the town isn't real, no answer can be wrong. Clients who hesitate to speak in formal workshop settings routinely pitch full business ideas in Awesomeville — because the setting removes the cost of being incorrect.