



SPINCLUSION

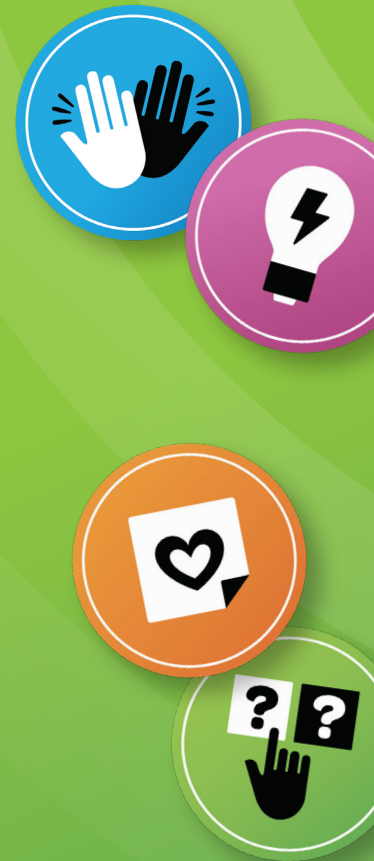
Facilitator Guide

Welcome

Thank you for using the **Spinclusion Game Toolkit**!

Spinclusion is an interactive game powered by Community Living Toronto. Through discussion, teamwork, and problem-solving, participants explore everyday situations and think of ways to build more inclusive schools, workplaces, and communities.

Whether you are facilitating the game in a classroom, workplace, community organization, or at a special event, this toolkit provides everything you need to lead an engaging and meaningful learning experience.



What's Included in the Toolkit

Your downloadable toolkit includes:

- Facilitator Guide
- Printable Spinclusion Flipbook
- Printable Question Cards
- Printable Spinner
- Printable Game Tokens
- Printable Score Sheets
- Printable Team Certificates
- Beginner Kahoot! Game Link*
- Intermediate/Adult Kahoot! Game Link*
- Additional facilitator resources*

*Included in the Facilitator Guide

Learning Objectives

Spinclusion is designed to help participants:

- Explore the meaning of inclusion and belonging.
- Build awareness and understanding of diverse cultures, identities, and abilities.
- Practice kindness, empathy, and respectful communication.
- Develop problem-solving skills through real-life situations.
- Learn from different perspectives.
- Work collaboratively as a team.

The goal of Spinclusion is not simply to collect the most tokens, it is to encourage meaningful conversations that inspire more inclusive schools, workplaces, and communities.



Before You Begin

Before starting the game, review the Spinclusion flipbook with participants. The flipbook introduces key concepts that will help everyone get the most out of the game and establishes a shared understanding before gameplay begins.

The flipbook includes:

- Key definitions
- Ground rules for respectful participation and discussion
- Things to consider throughout the game.
- An introduction to the meaning of inclusion

Taking a few minutes to review these topics helps create a welcoming learning environment and encourages meaningful discussion throughout the game.



Materials Needed

- Printable Spinclusion flipbook
- Printable spinner
- Printable question cards
- Printable game tokens
- Printable score sheets
- Printable team certificates
- Pens or pencils
- Scissors (if required)
- Laminated materials for repeated use (optional)

Recommended Group Size

Spinclusion is designed to be played in **teams** and works best with **10–30 participants**.

Divide participants into **2–6 teams**, depending on the size of your group. Teams of **3–6 participants** allow everyone an opportunity to contribute to the discussion.

Suggested Team Sizes

Total Participants	Suggested Number of Teams
10–15	2–3 teams
16–20	4 teams
21–30	5–6 teams

For groups larger than 30 participants, consider running multiple games simultaneously.



Choosing the Right Question Set

Spinclusion includes different question sets designed for different audiences.



Beginner

Kindergarten – Grade 6

Questions use simple language and include Creative Moment activities where teams work together to draw or create something that represents inclusion.



Intermediate

Grades 7 – 10

Questions encourage deeper discussion and critical thinking about inclusion, accessibility, and belonging.



Advanced

Adult – Grade 11+, post-secondary, workplaces, community organizations, job fairs, and inclusion training

These questions focus on inclusion in everyday life, employment, accessibility, community participation, and creating welcoming environments.

Game Categories

Each section of the spinner matches a category of question. The colours on the spinner correspond with the colours of the question cards and game tokens, making it easy to identify each category.



Kindness Tip

Share a practical idea for showing kindness, including others, or helping someone feel like they belong.



Quick Think

Answer a short question related to inclusion with a quick response.



What Would You Do? (WWYD)

Discuss what you would say or do in a specific situation involving inclusion or accessibility.



Inclusion Scenario

Work together to respond to a real-life scenario by discussing possible solutions and different perspectives.



Creative Moment (Primary Version Only)

Work together as a team to complete a creative activity, such as drawing or designing something that represents inclusion.

Setting Up



1 Print and prepare all game materials.



2 Cut out the question cards, game tokens, spinner, and certificates if needed.



3 Separate the question cards into their colour-coded categories.



4 Assemble and place the spinner where all teams can easily access it.



5 Divide participants into teams.



6 Give each team a score sheet and tokens.



7 Place the game tokens in the centre of the playing area.



8 Have the Spinclusion Flipbook ready to review before gameplay begins.

How to Play

Step 1: Introduce the Game

Before spinning the wheel, review the Spinclusion Flipbook with participants.

Step 2: Start the Game

- 1 Decide which team will spin first.
- 2 The first team spins the wheel.
- 3 Draw a question card that matches the category landed on.
- 4 Read the question aloud.
- 5 Give the spinning team one to two minutes to discuss their answer.
- 6 Invite the team to share their response.
- 7 Encourage the remaining teams to contribute additional ideas or perspectives.
- 8 Award tokens:
 - The team that spun the wheel receives two tokens.
 - Every other team that shares a thoughtful response receives one token.
- 9 Continue playing until your allotted session time has ended. Facilitators are encouraged to adapt the number of rounds based on the size of their group and the time available.

Remember, the purpose of Spinclusion is to encourage learning, discussion, teamwork, and reflection – not competition.

Timing Suggestions

Spinclusion is designed to be flexible and can be adapted to fit the time available. The number of rounds you play will depend on several factors, including the size of your group, the number of teams, and the depth of discussion that takes place.

As a general guideline:

Session Length	Suggested Number of Rounds
45-60 minutes	2-3 rounds
60-90 minutes	3-5 rounds
90+ minutes	5 or more rounds

Remember that meaningful conversation is the goal of the game. Some questions may lead to longer discussions, and facilitators are encouraged to allow participants the time to share their ideas and perspectives.

If time is limited, consider playing fewer rounds and allowing additional discussion rather than rushing through the questions. The game can easily be adapted to meet the needs of your group and the time available.

Celebrating Participation

At the conclusion of the game, count each team's tokens to determine which question category they earned the most tokens in.

Each team receives a Spinclusion Certificate that celebrates one of their strengths.

Highest Scoring Category	Certificate
Quick Think	Caring Champions
Inclusion Scenario	Awesome Allies
What Would You Do? (WWYD)	Belonging Builders
Kindness Tip	Kindness Crew

Printable certificates are included in the Spinclusion Toolkit and can be printed before your session.

Every member of each team receives a certificate, celebrating the unique ways they contributed to creating an inclusive learning environment.



Facilitator Tips

Your role is to guide discussion and create a welcoming environment where everyone feels comfortable participating.

Many questions are designed to encourage conversation rather than identify one “correct” answer. The discussion is often more valuable than the answer itself.

Encourage participants to:

- Listen respectfully.
- Build on one another’s ideas.
- Share their experiences if they feel comfortable.
- Respect different viewpoints.
- Ensure everyone has an opportunity to participate.

Helpful prompts include:

- Why do you think that?
- Can someone build on that idea?
- How might another person feel in this situation?
- What could make this situation more inclusive?
- Does anyone have a different perspective?



Accessibility Considerations

Spinclusion is designed to be flexible and inclusive.

Consider:

- Using plain language.
- Allowing additional thinking time.
- Supporting different communication styles.
- Providing visual supports where appropriate.
- Encouraging participation without requiring everyone to speak.
- Adapting activities to meet the needs of your participants.

The game can be modified to ensure everyone has an opportunity to participate in a way that is comfortable for them.

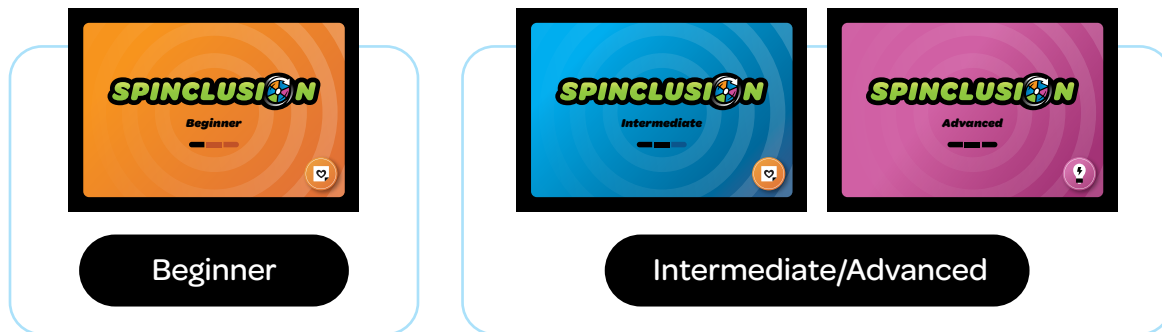
Extending the Learning

To reinforce the concepts explored during the game, facilitators can also use the accompanying Spinclusion Kahoot! games.

These can be used:

- Before the game as an introduction to inclusion.
- During the session if time permits.
- After the game to reinforce learning and encourage reflection

Kahoot! Game Links



Reflection

Conclude the game by inviting participants to reflect on what they learned.

Suggested discussion questions:

- What did you learn today?
- What surprised you?
- Which discussion stood out to you the most?
- What is one thing you can do to make your school, workplace, or community more inclusive?
- What does inclusion mean to you after playing Spinclusion?

Reflection helps participants connect the conversations from the game to their everyday lives and encourages them to take what they have learned beyond the game.



***Thank you for using the Spinclusion
Game Toolkit and for helping create
communities where everyone belongs.***

Every conversation about inclusion has the power to challenge assumptions, build understanding, and inspire positive change. We hope Spinclusion encourages meaningful conversations that continue long after the game has ended.

