



Players: Divide the class into 2 groups

Materials:

- A large poster or board with a ladder drawn on it (5–6 steps) on draw on the floor
- Scenario cards (short situations about classroom life, exams, friendships, honesty, kindness, respect, etc.)
- Stickers or tokens shaped like stars/hearts

How to Play

1. **Groups take turns** drawing a scenario card.
 - Example: “A student shares their lunch with a hungry classmate” or “A student mocks others for scoring lower marks.”
2. **Discuss in the group:**
 - Does this action show *Knowledge Only* or *Knowledge + Values*?
 - If it shows values, the group earns a star and climbs one step on the ladder.
 - If it shows only knowledge without values, the group stays at the same step.
3. **Climbing the Ladder:**
 - Each step of the ladder represents progress toward *True Education*.
 - The top step says: “Education is Successful when Knowledge + Values = Better Human Beings.”
4. **Winning:**
 - The group that reaches the top first wins.
 - But the real joy is when all groups reflect together on how values help us climb the ladder of true education.