



**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.