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Poweri noi! Watt should we do? A Team Board Game On Energy Transition and Climate Change

We present a team-based educational game, designed and developed in-house as part of the activities of the *Physics4Teenagers* group, aimed at upper secondary school classes and focused on issues related to the energy transition and environmental sustainability. We describe the educational objectives, the main physics concepts addressed, and the structure and implementation of the game, together with the analysis of an educational assessment and a satisfaction questionnaire administered to a total of 133 students during the activities carried out in 2025. The analysis employs methods and statistical indicators commonly used in Physics Education research. The results show solid educational effectiveness, both in terms of enhancing students' understanding of climate change and energy transition issues, and in terms of increasing their confidence in their own ability and problem-solving skills. At the same time, the game encouraged collaboration and interaction among participants.

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