



Could you do it?

Previous compulsory steps / Prior students' knowledge	None.
Learning objectives	To develop good management skills, business planning, decision-making, problem-solving and acting under pressure.
Subjects	History
Recommended Age	Any age. The complexity of the assignment can be adapted to the level of the students.
Materials needed	Computers
Sequence duration	2 hours
Individual or group activity	Individual or group
Skills developed (after learning objectives)	Problem-solving, Creativity, Planning
Price range of the game	20 €
Similar games to use with the approach of the sequence	Northgard, Kingdom Come: Deliverance
Inclusion best practices	Clanfolk has several accessibility settings in areas such as visual, audio, text, etc.



Step by step: how to implement the sequence

- **Step 1: Present the game (5 minutes)**

Clanfolk is a medieval colony sim set in the Scottish Highlands where you have to harness your environment to survive - fish, gather, hunt, and farm as you prepare for the harsh winter.

You can show your students videos with the game to get them used with the general gameplay and objectives.



Photo source: [Steam](#)

- **Step 2: How the game is played**

Clanfolk starts with a few modes of play, but for the purposes of the sequence, we will use the recommended mode (A Fresh Start).

Early on in Clanfolk, your primary goals are to simply build up stockpiles of necessary materials to craft them. Along with this, you'll eventually be able to cultivate land, begin farming, and raising animals for extra food. The default setting (A Fresh Start) gives your little clan two hens, a rooster, and some dried mushrooms to start with. Over time, you will need to make sure those chickens are cared for, and hunt for more food.

There are many resources to be found, but for beginning players, perhaps the biggest focus will be making sure you have enough food stocks to survive for the long term. There are three food items early in the game that you will need to use to survive, and each of these items can utilize a few of your clan members' skills right at the start of the game, including berries, mushrooms, and eels.

Pretty early on, you will eventually get the chance to start hunting for meat, and really dig into farming. Hunting is unlocked by crafting a simple bow, which will unlock the hunt wild animals' jobs. There are two animals you can officially hunt, foxes, and rabbits.

- **Step 3: Students play the game (1 to 2 hours)**

Let your students play in groups of up to 5 a few sessions of about 30 min. Tell them to explore the environment and different food sources and see what happens. At the same time, you could guide them by discussing about the path taken by early humans

and their evolution: hunting, farming, raising animals.

Ask each team to make a presentation about the daily life of medieval people according to the game. In this way, the teacher can make sure that the students understand medieval life and the habits that people had to survive.

To deepen this topic, you can divide the students into 2 groups. One group can make a presentation about the way of life of medieval people, and the other group about the way of life of modern people. Ask them to support their presentations and to make a comparison between them.

- **Step 4: Group Discussions and Conclusions (15 min)**

After the presentations, organize a session to check the knowledge acquired by the students following the implementation of the sequence:

- How long did you manage to survive?
- How hard was, in your opinion, to have a family in that period? Justify your answer.
- What was the most difficult part of the game for you?
- What do you think an ordinary day of a person looks like in that period?

References:

Grosso, R. (2022, July 15). *Clanfolk is a Deceptively Simple Survival Game*.

TechRaptor. <https://techraptor.net/gaming/previews/clanfolk-is-deceptively-simple-survival-game>

Clanfolk. (2022, July 14).

Steam. <https://store.steampowered.com/app/1700870/Clanfolk/>

Caldwell, B. (2022, July 20). *Clanfolk early acces review*. Rock Papper

Shotgun. <https://www.rockpapershotgun.com/clanfolk-review-a-settlement-sim-thats-a-little-too-familiar>

