

Can I Do More in a Group?

COMPETENCIES

Get curious

Brainstorming

Create a map based on all your hobbies and interests and see what connects you.

Everyone gets two post-it notes, on which they should write down their hobbies and interests (one on each post-it note). Then, people with the same hobbies and interests should put their post-it notes next to each other/stick them, for example, on the wall or blackboard. When everyone has stuck their pieces of paper to the wall or blackboard look at the map of hobbies and interests that they have created.

Make sure that every hobby is written down on a separate post-it note.

Movement game

Together the students form a centipede that must move in a coordinated way.

Conclusions

Talk about their experiences of collaboration when they played "centipede".

You can ask: Why was your "centipede" able to move?" What was the most difficult thing about this game? When did your centipede move best? How did you make sure all the members of your group were safe? Why was this important?

Get going

Movement game

The students form a bridge that will enable them to cross a "river" to the "bank" on the other side and learn that some tasks can only be performed as a group.

Conclusions

The students share their experiences of working together in a team and draw conclusions.

You can ask the students: How did you manage to get to the other bank? Were you able to do it with just one sheet of paper? What problems did you have when you tried to do this exercise? What conclusions can we draw from this?

Talk

Talk about why people join together in groups. Explain what we mean by a social group.

Ask the students: What is a group? What do we mean by social groups? Why do people join together in groups? Can one person belong to several groups? What groups do you belong to?

Constructing

Working in teams the students build the highest possible tower from different, simple objects.

When they build their tower they can exchange materials with other teams and see how it is possible to create different things using the same objects.

Get practicing

Summary

The students fill out an Exit ticket – they write down or draw a picture of the most important thing they have learnt from today's class.
