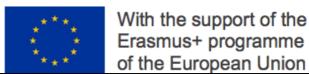


Template activity AGENDA 2030: CHANGE THE SCHOOL TO CHANGE THE COMMUNITY 2020-1-BE01-KA229-074904

TITLE	Ice-breaking games
DESCRIPTION	The target of the games were to: present the theme of the mobility, make the students to know each other, encourage the student interaction.
PROCEDURE Steps to follow	The activity took place in the very beginning of the mobility and the idea was to start from easy name changing to more engaging team building games. The approach was playful to make it easy for all the students to participate. The games were planned together with a student team of high school's student tutors who also came to give a workshop for the participants. The games were: 1) Say your name and make a movement so that the other's will remember your name. Everybody tries to remember the name of the students before them in circle. 2) Evolution game. The idea is to interact with the others by trying to evolve from a medusa to an ape by playing rock, scissors, paper against everyone. 3) Message by tapping. The participants form a circle and they put their hands on the floor between each other, they send messages around the circle by tapping the floor. The point is not the mix sent tapping messages and pass the message to the next one as fast as possible. 4) Human statues. The students form statues in the groups of 6 persons according to the game leader's orders for example: make a statue that presents freedom but only 6 legs and 3 hands are allowed to touch the floor.
MATERIAL	no material needed
TIME	2 hours
GROUP SIZE	50 students
COMPETENCES AND SKILLS TO BE ADCQUIRED	Cross-cultural communication, proactivity, self-presentation, problem solving and teamwork, active listening, public speaking.
NOTES	Pay attention that everybody can participate and feels comfortable during the games. Make modification if needed (eg human statue game)





School subjects	Work based on interdisciplinary approaches: gym, foreign
involved	languages,