



Adapt, enjoy, and achieve your goal

Sun, 04/03/2018 - 23:43 -- Said Dahabri

Type of tool:

Activity

Duration:

30-60 min

Topics addressed:

Communication

Group dynamics

Social inclusion

This is an interactive method which combines both cooperative learning and team work, these kinds of games depend on interact and adapt members of group with each other's to achieve the common goal of the team.

Aim:

Strengthening people adaption between each other's, life skills and increase cohesion of the group.

Methodology:

Active-participatory methods, interactive method, cooperative learning, discovery based learning.

Step by step process:

(10 Minutes)

The tool consists of four activities, mentally and physically games. The players divided in two groups, and each group receives information "part of puzzle" after passing each game successfully.

Once all the games have been completed, the information must be analyzed to discover the puzzle "Key".

The team who will collect more information's will take more chance to find the puzzle.

Puzzle should adapt with age of players and their backgrounds:-

E.g. : Divided cards contain information in the four games

1- Christopher Columbus

2- 50 states

3- The strongest economy

4- Global trade tower

Puzzle “ United States of America”

If we collect the information above and analyze it, we will know we are talking about “United States of America”.

- The moderator should brief the tool for participants and lets them start to have fun, play and win in games to collect as we can information to find the puzzle at the end.

First Game:-

(10 Minutes)

The goal of tic-tac-toe is to be the first group who get three in a row.

To start, Players create a board by put 9 cones in the ground and creating a grid of squares.

The Competition between two groups, each group contain from 4 players and have signal e.g. (First group "Yellow Shirt" and second group "Blue Shirt").

The members in each group will met for 5 minutes, to discuss choices available in every step in the game and then make a test on the paper to ensure that plan it's clear for all members in the group.

The two groups stand five meters away, each group of 4 people behind each other.

When the facilitator give starting whistle, the first person from each group run to put the first signal on the board and then back to the starting point to hand the second person from his group, as well as the third and fourth person, and the first group who get three in a row, horizontally, vertically, or diagonally; is the winner and if all nine squares are filled, the game is a draw.

Note: The envelope contain information given to the winner group but if the game is a draw, the information given to two groups.

Second Game :-

(5 Minutes)

Charades Game:-

The game consists of two categories, each game 150 seconds.

1- Mix

2-Traditional and foreign accents

The group must choose a person in each category to put the cards in front of him so that he does not see the cards.

, the team have to "act out" a phrase without speaking in the first category, and in second category the team try to speak and Imitation the accents, while the person who hold the cards try to guess what the phrase is or skip it. The objective is to guess the phrase as quickly as possible and collect a correct answers.

The winning group is the group that collects the most correct answers, but if the game is a draw, the information given to two groups.

Third Game :-

(10 Minutes)

Clock Game:-

A clock is drawn on the ground contains the numbers from 1 to 12. Each team selects three members representing hours, minutes and seconds, for example, at 7:15:30s. The team must set the hour to stand on it. The hour set by the supervisor should be repeated several times in 5 minutes and the

winner Which accomplishes the large number of tasks as soon as possible and if the game is a draw, the information given to two groups.

Fourth Game :-
(10 Minutes).

- Print photos of many things and each image two copies and then take a copy of each image placed upside down on the ground and the second version with you.

- Show them a picture, and the participants should find the picture match that put it on the ground, and the group who collect more pictures in 5 minutes is the winner.

- Find the puzzle (5 Minutes)

□ Debriefing question from participants (10 Minutes)

- How did you feel during the activity?

- What challenges did you face?

- What did your team have to do or believe to be successful?

- What positives can you take away from the activity?

- What was your plan for the activity? How did you come up with it?

- How can you apply what you learned from this activity in your life or the workplace?

- How did you feel when you were initially briefed?

- What advice would you give to any other team working on this activity?

- What would you do differently next time?

- Do you think that everyone in life has a certain skill and must be developed, what are the differences in skills among team members?

- What did you enjoy about the activity? What didn't you enjoy?

- Have you adapted with team members quickly?

- What lessons can you learn from this challenge?

- How well do you feel you contributed as an individual to the task? What was your role?

Materials and resources:

- Nine cones or Stones.

- Whistle.

- 4 Blue shirts and 4 Yellow shirts.

- A4 papers and 3 colours of marker.

- 30 Pictures (Two Copies)

- Timer

Outcomes:

- Effective communication is a key interpersonal skill and learning how we can improve our communication has many benefits. Communication is a two way process, so improving communication involves both how we send and receive message.

- Develop Interpersonal relationships for participants.

- Encourage cooperative learning.

- Help us to reflect on the importance of working as a team and including everyone.

- Setting goals and sticking to them.

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