

## **GAMES DURING ITALIAN WEEK – BREAK TIME**

### **DRAWN ON YOUR BACK:**

CREATE A TEAM OF 5/6 PEOPLE AND GIVE EACH OF THEM A SHEET OF PAPER AND A FELT-TIP PEN.

THE FIRST PLAYER WILL PLACE THE SHEET OF PAPER ON A DESK, IN TURN THE SECOND WILL PLACE THE SHEET ON THE BACK OF THE PLAYER IN FRONT OF HIM/HER AND THE OTHERS WILL DO THE SAME. THE LAST ONE IN THE QUEUE STARTS TO DRAW A DRAWING ON THE PAPER SLOWLY AND THE PLAYER BEFORE HIM/HER TRY TO REPRODUCE WHAT HE/SHE IS DRAWING. THE OTHER PLAYERS WILL DO THE SAME. AT THE END OF THE EXPERIENCE THEY WILL SHOW THE RESULTS.

THIS GAME IS USEFULL TO CREATE A SENSE OF UNITY IN THE GROUP AND TEACH STUDENTS TO PAY ATTENTION TO THE OTHERS, TO FEEL THEIR BODY, TO UNDERSTAND THE CLASSMATE, TO CREATE A SENSE OF COHESION.

IT WILL CREATE A SENSE OF COOPERATION IN THE TEAM AND WILL HELP STUDENTS TO THINK ABOUT THEIR FEELINGS AND THEIR SENSORY PERCEPTION.

### **THE RULER**

TAKE A WOODEN METER AND 8 PEOPLE, PUT 4 PEOPLE FOR EACH SIDE OF THE METER, THEY HAVE TO BE OPPOSITE EACH OTHER. EACH STUDENT MUST USE BOTH HANDS USING THE INDEX FINGERS. KEEP THE ARM AT RIGHT ANGLES AND PLACE THE METER ON THE FINGERS, THE TEAMS MUST GO UP AND DOWN WITHOUT LOSING BALANCE AND ALWAYS KEEPING THE METER HORIZONTAL. THIS BALANCE IS DIFFICULT TO FIND AMONG PEOPLE SO THE RESOLUTION NEEDS A DECISION.....WHICH ONE?

IT'S IMPORTANT TO BE PATIENT,HONEST AND CREATIVE. THE MOST IMPORTANT AIM OF THE GAME IS COOPERATION.

THIS GAME CAN BE USED FOR COOPERATION – COORDINATION – LEADERSHIP AND TEAM BUILDING IMPROVING EMPHATY.

### **BALANCING CHAIRS**

CREATE A CIRCLE WITH CHAIRS AND PLACE A BOY/GIRL BEHIND EACH CHAIR ,TILT THE CHAIR AND KEEP IT BALANCED.

THEN ,IN CIRCLE PLAYERS WILL ROTATE CLOCKWISE FROM ONE CHAIR TO ANOTHER TRYING TO KEEP THE CHAIRS IN BALANCE.

AFTER A SLOW FIRST LAP THE RHYTHM WILL GRADUALLY INCREASE TRYING TO COMPLETE THE GAME RUNNING ALL AROUND AND WITHOUT DROPPING THE CHAIRS.

IN THIS GAME THE ONLY RULE IS TO TRUST IN YOUR CLASSMATES AND COOPERATE WITH THEM TO REACH THE GOAL. COORDINATION AND COOPERATION ARE THE MOST IMPORTANT TIPS.

## CROSS THE RIVER

CREATE TWO TEAMS OF 6 PEOPLE OPPOSITE EACH OTHER ON THE BORDER OF AN IMAGINARY RIVER ABOUT FOUR METERS WIDE. EACH TEAM WILL HAVE A BLIND PERSON, A PREGNANT WOMAN AND A LAME ONE. BOTH TEAMS HAVE TO CROSS THE RIVER AND REACH THE OPPOSITE BORDER AT THE SAME TIME THINKING ABOUT THE WEAK PEOPLE THEY HAVE TO CARE AND HELP.

ON THE RIVER THERE WILL BE SOME STONES AND TWO CROCODILES, THE PLAYERS HAVE TO CROSS THE RIVER PAYING ATTENTION TO PUT THEIR FEET ON THE STONES WITHOUT TOUCHING THE "WATER" OTHERWISE THE CROCODILES WILL LEAVE THE STONES WHERE THEY FAIL.

EACH TEAM, BEFORE STARTING, SHOULD DECIDE THE RIGHT STRATEGY TO COMPLETE THE GAME AND REACH THE OTHER BORDER ALL TOGHETER.

IN THIS GAME IS IMPORTANT TO FIND THE RIGHT STRATEGY TO CREATE COOPERATION INSIDE THE TEAM INCLUDING ALL THE PARTECIPANTS WHO CAN REACH THE SAME AIM.

IT'S IMPORTANT TO HAVE A FINAL DEBREAFFING ABOUT ALL THE FEELINGS FELT DURING THE GAME AND THE SENSATION THAT EACH PARTECIPANT PROVED.

LET'S HAVE A BREAK TIME!!!