

BULLYING RUDENESS EXPLOITS AGAINST KIDS -

TIME FOR INCLUSION IN MULTICULTURAL EUROPE

Дата	Игры	ОтвЕтственн ые
5 декабря (понедель ник) 10.30-12.30	<p>“Getting to Know You” This ice breaking game is ideal for the first day. In this activity, students form a circle sitting on their chairs. They pass around a ball or a toy telling their name, age, country and the most important or unique fact about themselves.</p> <p>“Change Place if ” Students form a circle sitting on their chairs. The number of chairs is always one less than the number of players. A leader standing in the middle says “Change places if (you love winter)”. All players who love winter stand up, and move to another chair. The leader sits down on one of the recently vacated chairs. The player left without a chair stays in the middle and gives the next instruction “Change places if (you have tasted Chinese food)” and so it goes on. It</p>	

is not allowed to take the chair next to you or sit back on your own chair.

“Yes or No ”

Each student gets five strips of paper and a pen. Players write 5 interesting facts about themselves and put their strips of paper in a box. Then players get on the line prepared in advance with adhesive tape. A leader reads out the facts and players jump to the „Yes“ or „No“ side. If students can't make a decision, they stay on the line.

“Impulse 1 ”

Students form a circle with their hands behind their backs. Students pass the impulse by squeezing hands. If someone's hand is squeezed, he passes the impulse further. A leader standing in the middle of the circle should detect the impulse.

“Impulse 2”

Students sit in two lines facing each other with their hands behind their backs and their eyes closed. A leader standing at the front of two lines squeezes the hands of the students sitting next to him. Students pass on the squeeze until the student at

the end of the line rings a bell or grabs a toy. Students may change places so that everyone can have a chance to be the first and the last in the line.

“Samurai, Dragon, Princess”

Students are divided into teams of six using pieces of coloured paper. This activity is close to the famous game “Stone, scissors, paper” but the figures are Princess, Samurai and Dragon. There are exactly the same rules, one figure defeats another, but suffers a loss from the other:

The Dragon eats the Princess,
The Samurai defeats the Dragon,
The Princess crushes the heart of the Samurai.

Each figure is indicated by expressive movement and vocalization:

Princess – flirtatiously sings “la la la”,

Dragon - opens a wide mouth with a wild roar (mouth is depicted vertically between hands).

Samurai – makes a battle cry, striking a chopping blow with an imaginary sword.

A leader explains the meanings of the three figures, demonstrates their

	<p>movements and sounds, lets the groups repeat them, rehearsing. Then subgroups diverge in different directions, where they secretly decide which figure they will show “at the barrier”. Then the sub-groups converge and line each other. At the command of the leader, the subgroups simultaneously demonstrate a mysterious figure. The leader marks the winning group.</p>	
<p>6 декабря (вторник)</p>	<p>“Brazilian Football”</p> <p>A ball for this activity can be made of paper and adhesive tape. Students stand in a circle, shoulder to shoulder, foot to foot. Legs of each player are the gates, hands are the players. Students bend down and defend their gates, they kick the ball using their hands. It is not allowed to score the ball into the neighbours’ gates. If someone is scored a goal, he removes one hand and continues playing with only 1 hand (1 player). If the player was scored a goal again, he removes his second hand. After the third goal, he is out of the game.</p>	

"My Fears"

Students write their fears on the three strips of paper and put them in a box.

The leader reads out players' fears.

Players who have experienced that fear quickly stand up and sit down.

This activity finishes with discussion:

Was it difficult to write your fears? How did you feel when other students got up?

Is it important to talk about fears and share them?

"Line up"

A leader gives instructions and players line up. Speaking is not allowed.

Different topics can be chosen:

- Shoe size
- Alphabetically by favorite color
- Number of siblings
- Hair color, lightest to darkest
- Age, youngest to oldest
- Alphabetically, by first name or by last name
- Number of pets owned
- Hair length, longest to shortest

	<ul style="list-style-type: none"> • Birthday • Height 	
<p>8 декабря (Четверг)</p> <p>12.30-14.00</p>	<p>“Rubbish Bag”</p> <p>Students form a circle, the leader holding a rubbish bag stands in the centre. He calls out the name of any player and throws the rubbish bag in the air. The one whose name was called runs to catch the rubbish bag before it falls on the floor.</p> <p>Active game “Memory”</p> <p>This activity is close to the famous card game “Memory”. There are exactly the same rules but lids are used instead of cards.</p> <p>Students are divided into two teams which stand opposite to each other. In the middle, there are lids with different pictures on the reverse side. One player from each team opens two lids and shows the pictures to his team. If the pair matches, he takes the lids.</p> <p>”Piano”</p>	

Students form a circle sitting on their chairs. Players put their hands on their neighbours' legs. The game starts with a slap on the neighbour's leg. It is important to move only in one direction. A player who clapped out of turn is penalized: he removes his arm behind his back.

“Feedback”

Everyone takes a sheet of paper, writes his name and passes it around. Students write a wish, a compliment or leave their contacts. This activity finishes when everyone gets a sheet of paper with his name on it.