

BULGARIA-WEIRD DOMINO

Age: no limit

Length of time: 35 min

Aims:

- to create an atmosphere of openness
- "Ice breaking"
- to let the participants feel free to talk about themselves

Rules:

The first participant stands in the centre of the room and announces two of his/her features, for instance, "On one hand I wear glasses" and raises his/her left arm, "On the other hand – I love ice cream" and raises his/her right arm. A participant from the group who also wears glasses holds the left arm of the first one saying "On one hand I wear glasses and on the other hand I love cats" and raises his/her free hand. A third participant who loves ice cream holds the right hand of the first participant saying "On one hand I love ice cream and on the other hand I love chocolate". The game goes on like this until everybody becomes part of the domino.

A discussion could follow:

- = What did you feel when you found out there is someone like you?
- = Did you try to share popular features or such which are not so common?
- = What did you learn about the others?
- = Is it good to have students with different features in the group and why?

2014 - 2016

BULGARIA-GAMES OF TRUST

Working meeting in Varna 7th December – 13th December 2014

GAME 1

Aim: to encourage students to trust each other

Age: any

Duration: 5 min

Procedure:

A number of students stand in a circle. The first one starts making the sound m-m-m and goes on for a few seconds. The second student starts making the same sound before the first one has finished. Then the third one takes turn and so on. There has to be no interruption.

GAME 2

Aim: to create an atmosphere of responsibility and care

Age: any

Duration: 10 min

Procedure:

Seven to ten students close their eyes and start moving slowly. They are careful and try to feel the others in order not to bump into somebody. After 1-2 min they try to make a circle.

GAME 3

Aim: to teach students to rely on each other and support their partners

Age: any

Duration: 10 min

Procedure:

Students stand in lines – one opposite the other. Each student from the first line faces another student from the second line. Each pair touch their palms and try to lean. Then gradually they increase the distance until it becomes impossible to stand in this position. Some can stay longer so it means they can trust each other more than the others.

GAME 4

Aim: To teach them work in a team

Age: any

Duration: 5 min

Procedure:

Ask the students to form pairs. Each pair sits on the ground back to back. They try to stand without touching the ground. They hold their hands and stand up simultaneously.

GAME 5

Aim: to teach students work as a team and build confidence among partners

Age: any

Duration: 15 min

Materials: scarves, hats

Procedure:

Children in a remote village are waiting for their Christmas presents. The train carrying them has to go through a forest covered with snow. The engine has lights to find the way.

One student is an engine and only he/she can see. Six or seven students are carriages and they wear blindfolds. Some other students are trees. They don't move just can whisper "shhh" if a carriage might hit them. There are three "special" trees that wear hats.

Show where the start and the end of the forest are. Ask the students to put a hand on the shoulder of the one before them. The engine moves slowly and has to go by the three trees with hats.

Questions after the end of the game:

- How did you feel as an engine?
- Did you rely on the engine?
- Did you believe in trees when they warned you?

BULGARIA-The Tower of Friendship

Working meeting – Varna – 7th – 13th December 2014

Aim: to build the team and respect other members' opinions

Age: any

Duration: 30 min

Materials: plastic cups, straws, newspapers, plastic plates.

Procedure:

The students are divided in groups of 6. They are given the task to build a three-dimensional free-standing tower using only materials provided.

The tower must stand alone- it cannot be attached to the floor, a table, a chair, etc. It must be able to handle a light breeze.

The teams have 15 min to plan, design and build the tower.

Criteria: beauty, height, stability.

