

<p style="background-color: #92d050; color: black; text-align: center; padding: 10px;">TEACH</p>	<p>JUMP! Toolbox with games and group work methods</p>	<p>s11</p> <p>session plan EQF level 5 unit of L.O. TEACH 2</p>
		<p>Objectives</p> <ul style="list-style-type: none"> • Know the structure of the toolbox • Find an appropriate game in the toolbox using tags, names and categories • Use different facilitation styles <p>Methods</p> <ul style="list-style-type: none"> • Search the online toolbox • Facilitate games and group work • Feedback
<p>Content</p>	<ul style="list-style-type: none"> - Properties of experiential learning activities: cooperative, design-based, integrative, outward-bound, phenomenon-based, problem-based, project-based, relationship-skills, reflective, team-building, training simulation - Categories of the JUMP! toolbox: <ul style="list-style-type: none"> ○ Group games ○ Group work methods ○ Methods for evaluation ○ Values ○ Videos - Categories of games <ul style="list-style-type: none"> ○ Circle games (clapping, ball play, ...) ○ Star (pentagramm; values, goals, ...) ○ Build together (shelter, sgraffito, ...) ○ Cooperation games (tangling/entangling ropes) ○ Trust games (falling blindly) ○ Inclusion exercises (sharing individual feedback) ○ Energizers (karaoke ...) ○ Role plays (theatre, trainer-participant, ...) ○ Positive feedback (compliments, paper in circle) ○ Creativity exercises (painting, collages, theatre, learning from mistakes, ...) - Unconference: principles, examples, links, methods 	<p>Documents</p> <ul style="list-style-type: none"> - xxx t_ressources= Links to other toolboxes <p>Equipment</p> <ul style="list-style-type: none"> - Tables - Computers, beamer, internet connection - Enough space - Depending on the games - Applausometer
	<p>Activities</p>	<ul style="list-style-type: none"> - Invite the participants, alone or in pairs, to find a game in the toolbox, either for to be plaid after or one that has already been plaid - Show the structure, search and download functions of the toolbox - Choose examples of games from the toolbox and play them - Try different facilitation styles based on “unconference” like: Birds of a feather, Dotmocracy, Fishbowl, Ignite, Knowledge Café, Lightning talks, Open Space Technology, Pecha Kucha, Speed geeking, World Café <p>Offer regular feedback rounds and Q&A if necessary</p>
<p>Preparation</p> <p>Select a series of games and prepare them</p>		