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| TARGET GROUPS | Appropriate for all types of target groups. |
| **TITLE** | **INTERDISCIPLINARY PROJECTS** |
| RUNNING TIME | Depends on the choice of activities, which the teacher is about to make. Each of the two activities have a duration of approximately 2 hours – including preparation, execution and debriefing.  |
| LEARNING OBJECTIVES | Within the CULPEER context these exercises can be used for attaining the following key competences:*Sense of initiative and entrepreneurship*: the ability to imagine a situation and to build on it henceforth is a prerequisite for entrepreneurial thinking. The proposed exercises/games offer a possibility for a very positive outcome, which could have a strong positive subconscious effect on the confidence; so does the chance to present yourself and be heard; the achievements of the group as a whole certainly increases the self-confidence of its members.*Cultural awareness and expression*: comes from the artistic expressiveness required for the implementation of the proposed exercises.  |
| MATERIALS | “Future perfect” requires paper and drawing pencils, tables on which the participants to work and boards for display of their results. The “Dream Theatre” activity requires space for rehearsals and then for presentation of the developed sketches.  |
| PREPARATION | The facilitator should get to know the activities well. The facilitator should decide whether he or she will need and use co-facilitators, depending on the group of participants. The facilitator should prepare the materials necessary for the exercises/games (if any). |
| IMPLEMENTATION | Hereunder are presented two activities that could be used in the classroom. These activities are interdisciplinary in the sense that they use also some artistic background as a framework to develop and build upon the stories and activities. Initially, these activities are designed for coaches and are specifically for coaches who use the solution-focused brief coaching approach. However, we thought that could be inspiring material for teachers to use it as a basis for game-based activities.**Suggested Activity 01****Dream Theatre 20XX**The activity briefly: The activity aims at helping people become clearer about how they want to see themselves and the team/community they belong to, in the future. It's a fun, game-based activity that requires a lot of imagination and creativity and therefore could be used as inspirational material for teachers to apply it in the classroom.Resource: 57 SF Activities for facilitators & consultants, Edited by Peter Rohrig & Jenny Clarke, Solutions Books Editions, 2008.Link: Find attached pdf – **DreamTheatre** (Page 130)**Suggested Activity 02****Future Perfect: documentary**The activity briefly: The activity helps in creating "milestones" of the wished-for future that they can remember. This activity demands collective work while also each participant may bring in their ideas and feel freer in the way they contribute to the development of the story. It is suggested that teachers use this activity as a basis upon which they can tailor it for specific audiences. Resource: 57 SF Activities for facilitators & consultants, Edited by Peter Rohrig & Jenny Clarke, Solutions Books Editions, 2008.Link: Find attached pdf – **FuturePerfectDocumentary** (Page 156) |
| ROLE OF THE TEACHER | The teacher can select the ice-breaking and team building exercises, which are considered most appropriate for a particular group of students and can discuss these exercises with his/her team of leading students, who will later on implement the activities with their peers.  |
| POSSIBLE RISKS & HOW TO HANDLE THEM | Considerations to each separate activity are presented in the specific description.  |
| FEEDBACK TOOL | Debriefing questions are available after each selected activity.  |