

During the mobility week, some activities were carried out related with the Fair Play motto that our school was given as part of the “Common Europe, common values” project.

The first of these activities was an ice-breaking game, but at the same time, it already allowed to warm up into the motto, since the game only works if everybody takes part in it, rules are respected and nobody cheats.

## BINGO Find someone who...

...has travelled abroad this summer?	...likes to read	...has been to the cinema this week?	...likes to eat fish	...his favourite food is pizza	...doesn't like cheese or can't eat it
...has been to Poland, but not from Poland.	...has been to Italy but not from Italy	...has been to Barcelona	...likes Maths	...likes P.E.	...has been to Bulgaria, but not from Bulgaria.
...practices swimming	...plays in a football team.	...doesn't like football	...likes blue colour	...likes green colour	...practices athletics
...likes ticktock	...has been to Macedonia, but not from Macedonia.	...was the little brother	...was an only child	...was the older brother	...has an Instagram profile
...makes theatre	...likes video games	...likes playing basketball	...was a Barça supporter	JOKER	...likes drawing

...has got a dog	...has got a cat	...lives in a house with more than 4 people	...has a sister	...skis	...plays a musical instrument
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Each student has a box like the one below, it is about filling in all the boxes (one person can be repeated up to twice) Write down the name of the classmate and the country of the next one.

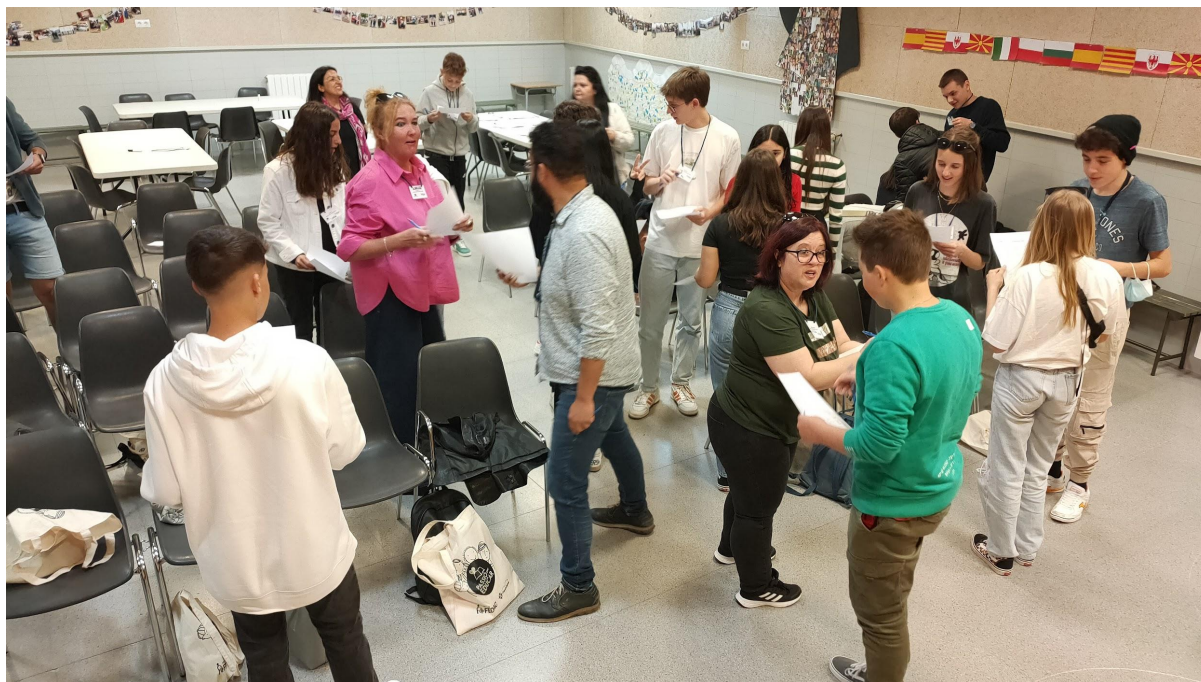
There is a wildcard box, it can only be used at the end, if there is only one left and you can't find anyone to fill it.

Necessary material: pen and photocopies of the painting

Activity time: approximately 30 minutes. Once someone has sung bingo or the time has passed, we will circle and discuss the results together



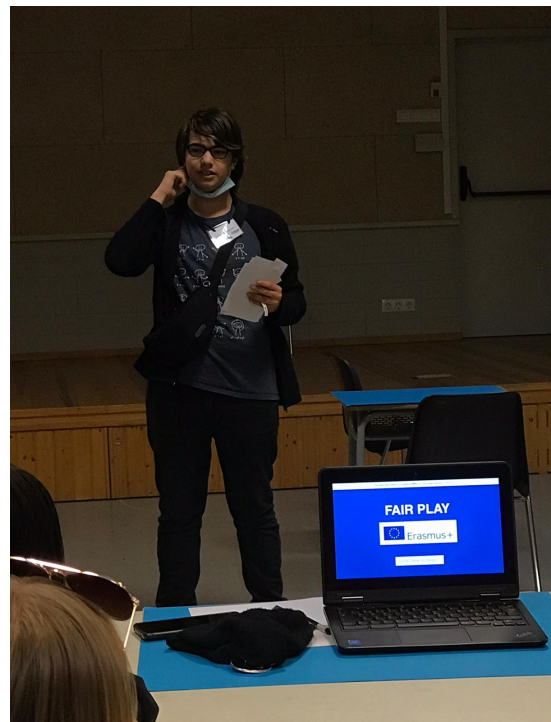
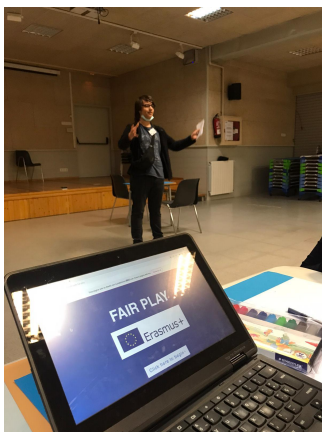




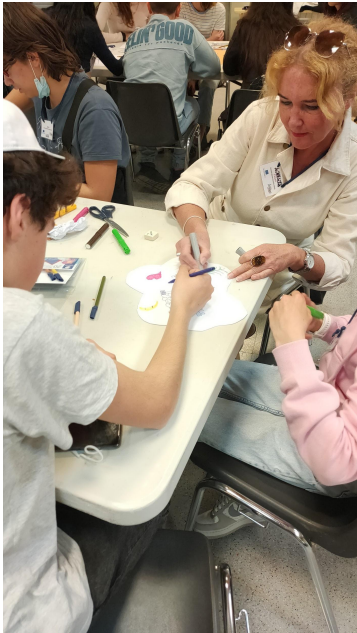
The second activity directly related to the motto happened on the second day. It was a digital Escape Room. The goal of the game was to obtain some codes that allowed players to move forward through a website. In order to get the codes, students and teachers were divided in groups of mixed nationalities and had to work together, since the riddles were unsolvable unless everybody added knowledge from their own language, gastronomy, and culture. Finally, in order to solve the last riddle and get the final code, all the teams had to stop competing and work together.

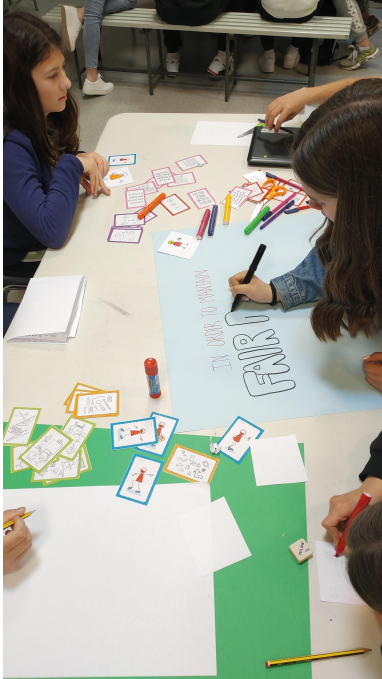


It was a good way to get to know each other a bit better, practising Fair Play all along.



After this, each team had to create a rule or a thought on Fair Play, writing some good ways to put into practice. Each team illustrated the motto using Visual Thinking and, in the end, presented their work in front of everybody.















The last activity related to Fair Play took a whole morning of sports and games. It happened in the local sports hall and everybody had the chance to play together, in different teams, a variety of collaborative sports planned by the students of the host school with the support of the PE teachers. During the morning, the activities made it obvious that when we collaborate instead of competing, everybody wins.









