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VERHALMENTO

***Intercultural Competence***: BEHAVIOURAL FLEXIBILITY

For the ICU-Project we started creating a table game to improve our behaviour in different situations.

***Explanation of the name:*** We mixed the German and the Italian words for behavior which are “verhalten” and “comportamento”.

***Materials:*** There are 10 cards showing different activities and six empty cards to add more activities.

***Instructions:*** The game is played in groups. The players are split in groups of the same nationality. Each group has to take a card. The first group has to act the activity. The other group has to observe, think about what they would have done differently and then discuss together (i.e.: Do you think you would be able to adapt or do the same? What could be the most difficult situation for you?...).

After that you swap the roles.

***Activities:*** 1. *Ordering in a restaurant* (i.e.: How do you call the waiter?...)

2. *Laying the table* (i.e.: Do you use the tablecloth? Or the napkins?...)

3. *Answering the phone* (i.e.: do you say your name? Or just “hello”?....)

4. *Conflicts* (i.e.: Are you used to shout to each other?, Do you beat up?...)

5. *Acquaintance meeting* (i.e.: Are you used to kiss the other?, Do you usually greet?... )

6. *Timetables* (i.e.: What time do you have breakfast/luch/dinner?...)

7. *Eating meals* (i.e.: Do you usually eat alone?, Or with your family?...)

8. *Going to a party* (i.e.: Do you usually dance?, Or you just sit down?...)

9. *Having a conversation* (i.e.: What is the level of your voice? Do you move your hands?...)

10. *Having breakfast* (i.e.: Do you usually have a salty or sweet breakfast?....)