

ICE-BREAKING ACTIVITY

The Four Quadrants is a team building activity to break the ice with a group or team.

It is EASY to prep for and set up.

1. It can be MODIFIED to work with any group and/or topic (just change the questions).
2. It is FUN, COLORFUL and VISUAL.

Here are the steps to facilitate The Four Quadrants activity:

1. Give each participant a piece of flip chart paper and some markers.
2. Ask them to divide their flip charts into four quadrants.
3. Ask them to DRAW (not write) their response to four questions (one for each quadrant).
4. Give them about 5-10 minutes to work individually.
5. Then, regroup and give each person 4-10 minutes (depending on your time frame) to share their chart and responses with the group.

QUESTIONS

- Favourite music
- Beloved natural element
- What is your hobby?
- Favourite food

Option:

- Moment of pride (personal or professional)
- Worst fear (for the group, personally or professional)
- Desired outcome for this day
- Greatest challenge for this group

<ul style="list-style-type: none">• Favourite music	<ul style="list-style-type: none">• Beloved natural element
<ul style="list-style-type: none">• What is your hobby?	<ul style="list-style-type: none">• Favourite food

THE MARSHMALLOW CHALLENGE

The CHALLENGE: Build the tallest free-standing structure in just **18 minutes** using no more than 20 sticks of spaghetti, one yard of tape, one yard of string, and one marshmallow. The marshmallow must be on top and cannot be deformed to hold it in place.

The RULES

- ◆ Build the Tallest Freestanding Structure: The winning team is the one that has the tallest structure measured from the tabletop surface to the top of the marshmallow.
- ◆ The Entire Marshmallow Must Be On Top: The entire marshmallow needs to be on the top of the structure. Cutting or eating part of the marshmallow disqualifies the team.
- ◆ Use as Much or as Little of the Kit: Team can use as many or as few of the 20 spaghetti sticks, as much or as little of the string or tape.
- ◆ Break up the Spaghetti, String or Tape: Teams are free to break the spaghetti and to cut up the tape and string to create new structures.
- ◆ The Challenge lasts 18 minutes: Teams cannot hold on to the structure when the time runs out. Those touching or supporting the structure at the end of the exercise will be disqualified.

OBJECTIVES

Students will be able to...

- Understand the importance of teamwork and failure in science and engineering
- Understand that some shapes are stronger than others
- Understand that even weak materials can be made stronger with good design techniques, and that distribution of mass is an important consideration when building a tower
- Understand that compression and tension affect the stability of a structure
- Compare their model to others to understand why some models are stronger than others
- Understand why engineers consider tension and compression forces when designing a building or structure

MIRROR MIRROR

Stand face to face with your partner, about a foot apart, and have them attempt to copy all your movements. (Reach up and stretch to the sky. Do 10 jumping jacks. Run in place. Act like a monkey) Make it fun and you'll both be working up a sweat in no time. Then switch

roles and copy your partner – they won't be able to hold back the laughter (and neither will you!).

THE HEROE'S JOURNEY

- A path with chairs.
- A hero must cross the path without touching the chairs and with his eyes closed.
- As soon as it fails, there will be a helper, but also a villain.
- The villain disturbs the helper with Bla bla bla
- The hero must be able to listen to the voice of the good to be guided.

Objective:

- To be confident and believe in friendship.

MIMING

- Prepare slips of paper with instructions like these:
- You're knitting on a fast train.
- You're eating spaghetti with chop sticks.
- You're sweeping leaves outside on a windy day.
- You're washing a big, angry dog.
- Films

These can be relatively easy or very complicated linguistically depending on your students.

- Give a slip of paper to one student with the instructions that she is going to mime the activity and the others must guess what she is doing. No words, in any language, can be spoken.
- The first person to guess is the winner and gets the next slip of paper. (If the same students always guess, let others have a chance to mime).
- Once they get the idea of the game, get students to write similar instructions on slips of paper. This can get incredibly funny.
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- Miming movies

USEFUL WEBSITES

<https://learnenglishkids.britishcouncil.org/fun-games>

<https://kidactivities.net/gym-games-for-school-age-kids/>

<https://dramastartbooks.com/2012/05/11/mime-workshop-for-all-ages/>

<https://kahoot.com/blog/2020/08/11/social-emotional-learning-kahoots/>

<https://neal.fun/macaroni-draw/>

<https://create.kahoot.it/details/fe0e4145-0f20-4565-b9ba-64558b0d2de8>

<https://create.kahoot.it/details/33c47288-4008-46cb-a79d-f91fe0ab489e>

<https://www.playmeo.com/subscription/free/>

<https://sites.google.com/site/inclusiveclassroomgames/search/search-for-games>

<https://www.techlearning.com/tl-advisor-blog/4684>

<https://wordart.com/>