

Erasmus+ Project "SWOT Scouts" 2018-1-ES01-KA229-049952
Development of Social Intelligence

Aspects of emotional competence covered: Social skills

Educational level: Primary Education, Secondary Education, Higher Education

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Duration: 120 min.

The Game of Labyrinth

INTRODUCTION:

There are check points placed all around the school premises. Each check point presents a task which the team has to accomplish in order to find out how to get to the next check point and the next task. The teams are assisted by hosting students, who are positioned at each check point and who are educated to provide guidance and help. The goal of the game is to reach the finish point as quickly as possible. All the tasks are connected with the theory and practice of emotional intelligence. If a team gets a task wrong, they are given an additional task, which prolongs the duration of the game.

OBJECTIVES:

- *development of collaboration competences through team work*
- *reinforcement of knowledge about the theory of emotional intelligence*
- *development of self-confidence through contribution to group*
- *development of communication skills through fun and socializing*

PREPARATION:

- *setting up check points with all the necessary materials*
- *preparation of written assignments with explanations*
- *preparation of digital materials needed for individual tasks*
- *education of hosting students who moderate the game (two students at each check point)*
- *preparation of written instructions for the hosting students*

Procedure

Introduction

The participants are grouped into teams in such a way that the members from different backgrounds (in our case project partner schools) are evenly distributed throughout all the teams. The check points are set up around the entire school premises.

Each team starts from a different starting position to prevent crowding at individual check points. Each team gets the written instructions about the goal and the rules of the game and a map of the school layout with check points indicated on it. It is explained to them that they need to accomplish a task at each check point. The game moderators (students educated to perform this role) decide whether the task has been successfully performed and if it has, direct the team to the next check point. If the task has not been successfully performed, the team gets an additional task or they must wait until another team successfully passes the check point.

Before the start of the game, the moderators read the instructions to the participants, the players introduce themselves and the following information is written down on a piece of paper: names, country they come from, age, siblings, hobby, favourite animal, favourite food.

Dear (insert name of team) in front of you is a labyrinth combining the activities “Social intelligence: key of enhanced life”. Work as a team and you will be successful. The game has a time limit of 2 hours. The goal is to complete all the tasks as fast as you can. The winner will get a sweet prize.

**I am (insert your name here) and I will be leading you through the labyrinth.
Follow me, please!**

Text for team guides at each check point:

1. In front of you is the game *Who Wants to be a Millionaire*. Read the questions and choose the correct answers.
If you answer incorrectly, you must go to post C1. If you answer the 8 questions correctly, proceed to check point 2.

[*Who Wants to be a Millionaire?*](#)

2. In front of you is the game *Broken Telephone*. Three players must leave the room, and one stays and listens to a short story. After he/she has heard the story, he/she calls one player back in and retells the story as he/she has remembered it. The second player then calls the next player back in and retells the story to him/her. When the final player has heard the story, he/she must write down the missing words without the help of other team members.
If the final player is not able to write down the required information, you must face challenge C2. If you have written down the required information, proceed to check point 3.

The story for Broken Telephone

One day, two best friends, Marko and Gita, went to the cinema. Gita was wearing a red dress, white shoes and she had freckles, as usual, and Marko was carrying a big, dark green backpack. The film about saving the whales was beginning at 17:25, and there was a long line at the ticket office, because this Norwegian documentary got several Bears, Palms and other awards. Gita wanted to eat popcorn, but Marko prefers nachos. After they got their hands full with snacks, they rushed to auditorium number 33. But, outside the auditorium there was a notice that the film premiere was cancelled because the director had been swallowed by a whale while filming a sequel in the Arctic Ocean.

3. In front of you is a game of emotion recognition. Watch the video and identify the emotion.

If you get less than 11 correct answers you must go to post C3. If you get 11 or more answers correct, proceed to check point 4.

https://greatergood.berkeley.edu/quizzes/ei_quiz

4. The team members assume the roles: mother, father, child, best friend. The goal of the game is for the child and best friend to persuade parents to allow them to stay outside longer by using the assertive approach. The duration of the role-play is 2 minutes.

If the game moderators are satisfied with your performance, you may proceed to check point 5. If they are not satisfied, you must wait until another team accomplishes this task.

5. In front of you are three persons who are going to introduce themselves to you, but only one of them will be telling the truth. You may ask for any additional information that may interest you. The goal of the game is to determine which of the three is telling the truth.

If you cannot determine who is telling the truth, you must go to post C4. If you have guessed correctly, proceed to check point 6.

6. Remember what your team mates told you about themselves at the start of the game. Each team member must introduce the person on their right.

If you do not remember the names of your team mates, you must go to post C5. If you know your team members, you may proceed to check point 7.

7. In front of you is a person with a problem. Listen to their story, try to comfort them and show empathy. Keep trying until the game moderators decide that you have achieved the desired level of empathy and direct you to check point 8.

8. Find a symbol, create and write down a short story (3-5 sentences) about life's possibilities that the symbol has inspired in you. When the game moderators approve the quality of your story, you may proceed to check point 9.

Symbols:



- C1 Put together the puzzle.

The puzzle

C2 Sing together. *(The song is in the language of the hosting school, the players get the lyrics, and the music is played for them.)*

C3 Explain the given concept through pantomime. One of the players gets to see the concept and acts it out, the others must guess.

Concepts: happiness, sadness, anger

C4 The team must dance together one Fortnite dance.

C5 You must play Chinese jump-rope for five minutes.

9. Congratulations! You have found your way out of the Labyrinth! Yours is a team that know a lot about emotional intelligence, you have worked together well, and you deserve a prize!

After the initial instructions, the teams must find their starting points using the school map. They accomplish the tasks at each check point and are directed to the next one by the hosting students. The final check point for all is check point number 9, which is located in the Staff Lounge, and there they will collect their prizes. The winners are the team that has reached the finish first, and they get a bonus prize.