



Values and Attitudes Education for Inclusive Europe 2019-1-BE02-KA201-060238 Lesson Plan SOLIDARITY





	Aim:
DETAILS	Reinforcing the Concept of Solidarity with Game
	Objectives:
	To enable young people to put the concept of solidarity into practice by playing games.
	Achievements:
	Adoption of solidarity with applied training work
	Understanding that a strong society can be achieved through solidarity.
	Related Vocabulary:
	Game, communication, social activity, togetherness
	Activities:
	1. The teacher tells the game to the students.
	Game:
	 Part of the class is designated as end-to-end swamp
HOW TO USE THIS LESSON	 All of the students are at one end of the swamp and their aim is to reach to the other side by turns.
	A group leader is selected
	 He is given 8-10 (increased or decreased depending on the number of people) cardboards of A3 size (we call them magic stones).
	 Crossing the other side will be realized by using these stones
	 However, these stones have a feature: The stone disappears as soon as the contact with the stones is cut off.
	Group members should not cut off contact with the stones in any case

	 More than one person can step on a stone – one foot, hand, finger, head, etc. enough
	 At the beginning of the game, all pieces are in the group leader
	 He advances by arranging the stones and without dragging the stones on the ground –the stones should stay where they are placed- and those behind him follow him –without breaking contact with the stones!-
	 (the stones cannot be sent to the back, but if all stones are used, if there is still a need for the stone, the stone that is wasted in the back can be sent from hand to hand to the group leader, again without breaking contact)
	 People act individually with the excitement of the game.
	 Since it is aimed to cross, the person using the stone can move quickly without thinking about the person behind him/her. But the goal is to cross the swamp as a group, not individually.
	 When there is solidarity, it is possible to cross the swamp as a group, even if there are only two stones left.
	 The game is over when the whole group has crossed the swamp
	o (It can be played later on in limited time)
	The teacher asks the students what they think of the game and asks them to associate the game with solidarity
	3. The video on VAEIE Platform Solidarity Module is watched.
	4. Students tells their thoughts about the video.
MATERIALS	 VAEIE platform Solidarity Module OOC-Modules Chart papers and markers
CATEGORY	E-Learning Lesson

TARGET GROUP	13 -17 years old
RELATED SCHOOL SUBJECTS	English, Ethics, European Hours, English as a Second Language, Human Sciences

This publication has been created with the financial support of the European Union through the Erasmus+ Programme. It reflects only the author's view and the National Agency and the European Commission are not responsible for any use that may be made of the information it contains.

