

Promoting 21st century skills.

Розвиток навичок 21 століття.

The examples of team-building games.

**Приклади ігор у формуванні командних груп (тімблдінга)
у початковій школі.**

Task 1: Make a list of team-building games you can use with your primary learners and give short description of their rules and procedure. Specify which 21st century skills they are aimed to develop.

#	Game	Rules / description	21 st century skills
1.	Onion Rings	● students make 2 circles ● students in the inner circle face outwards; ● students in the outer circle should face inwards ● each student in the inner circle should be facing a student in the outer circle ● students in the inner circle ask questions; those in the outer circle – answer ● teacher gives signals when to pass the sheets of paper with questions (clockwise or anticlockwise)	● communication ● collaboration ● creativity
2.	Group Juggle	● divide the children into two groups of five each ● the groups stand in a circle facing each other ● give them the balls and ask them to juggle them in a specific order ● start with two juggling balls	● cooperation ● communication ● goal setting

3.	Make a comic or detective story	● students write short simple captions or thought bubbles ● students play the story	● collaboration ● creativity ● imagination ● problem solving ● leadership
4.	String toss	● teacher has a ball of thread and questions ● the student holds a ball and answers the questions ● the students throws the ball to another student holding the thread ● finally all students are connected by the thread	● citizenship ● collaboration

Task 2: Give the instruction to your favourite game which you use in class. Keep in mind the golden rule of instructions “KISS” (keep it short and simple).

Name of the game: Moving Song (a minute of free movement)

Instruction:

- watch the video
- sing a song with a video and do the actions according to the song
- or do the actions according to the movie (children may say the action:

I can run

- then ask each other Can you?

I can jump

I can hop

I can skip

I can swim

- After each action they ask their classmate (or deskmate) Can you?