



Self-esteem / Self-confidence



Resilience

## Title of the game

### Court Jester

One student tries to distract their classmates who are must remain serious and quiet

Recommended age for this game:

11+

Duration:


25 min



Number of Students:

6+

Game Use:

 In the classroom



## Instructions:

Select one student to be Court Jester. They can volunteer or the facilitator can choose, depending on the group. Ask students to think of a situation in which people are usually serious and quiet such as a classroom, an army drill, or a museum.

Students now imagine themselves in that situation and begin to act, move, interact with each other as if they were really there. After a moment or two, the Court Jester will enter and try everything he can to make the others laugh. Any player who laughs has to leave the game. The game will continue until only one player remains.

The game can be repeated with a different situation and a different Jester.



## Materials:

None



## Tips for the game:

- Have a number of situations prepared in advance.
- Select a confident student for the first Jester.



## Reflective questions for students:

- Reflect on a time where you had to “go against the crowd”. How did that feel?
- What did you learn about dealing with disruptive agents?
- Why is some behaviour encouraged in certain social situations but not in others?