

Title of the game

Molecules

Students learn to cooperate and get to know each other

Recommended age for this game:

11+

Duration:


15 min



Number of Students:

4+

Game Use:

 In the classroom



Instructions:

Students move freely around the classroom. Tell the pupils that their task will be to create a molecule according to the given characteristics.

The molecule will always be formed only by those students who are affected by the given characteristic, the others will stand.

Molecule means that students form a group and touch each other.

Say or write the characteristics sequentially, e.g. "The molecule is created by the one who..."

- has a sibling...
- goes to the mountains in winter...
- has a cat...
- likes to play football
- likes watching a TV
- likes to listen to music
- sings in the shower...
- would like to become famous...
- prefers to wear pants rather than skirts...
- likes school...
- sometimes feels alone... etc.



Materials:

Prepared characteristics



Tips for the game:

- It is a movement recognition technique that you can adapt by providing various thematic characteristics.
- Enjoy learning about the class or what you think the students don't know about each other.
- You can also ask about attitudes to various current topics. It is important that with this technique pupils are not forced to uncover their personal or relationship problems in the classroom.



Reflective questions for students:

- Did you learn anything about anyone that you haven't met before? And what was it?
- Did any information surprise you?