



Title of the game

Class Tree

To realise what qualities a person can contribute to good relationships and to improve the classroom. To promote self-awareness.

Recommended age for this game:

11+

Duration:


40 + min



Number of Students:

10+

Game Use:

 In the classroom



Instructions:

Invite the pupils to choose one or several classmates to draw a fallen deciduous tree. Each student takes one piece of paper and draws a leaf on it, colours it, and cuts it out. You can use coloured papers. Then everyone writes on their sheet one of the good qualities that they can offer to the class for good functioning and good relationships. When all students have completed the task, they sit in a circle. One by one, everyone takes their paper, reads the written quality and sticks it on the picture of the tree. If the student wants, she or he can explain why they think this quality is important for the class. Read which properties the class can rely on, i.e. which appeared on the tree.

Pay attention:

1. If some of the students have a problem coming up with a positive quality of theirs, invite others to offer up the positive qualities they think the student has. The person can choose one.
2. If the student offers a negative quality, go back to the assignment and repeat that this should be a positive and useful quality for the class (redrawing the sheet).



Materials:

A2 paper,
crayons/chalks,
papers, scissors, glue



Tips for the game:

- Summarise the technique with the children, give them your own feedback on the progress of the technique, and appreciate what went well.
- This technique can also be used as a ritual with a message from pupils to their classmates, e.g. ending the school year or when saying goodbye to one of the classmates



Reflective questions for students:

- How satisfied are you with the class tree?
- Can you think of any other quality that your class would need?
- Do any of your classmates have this quality?