

Workshop: „ Play to learn”

Date, Time: Wednesday, 28.09.2011, 9:45 – 12:45 and 14:15 – 17:15

Trainer: Jasmina Musić, Bosnia and Herzegovina

Workshop content/theme

Learning about oneself and others, acquiring and practicing different skills through various types of games.

Aims

Games are one of the easiest and funniest ways to learn about others, to develop various skills and to practice different skills. We learn every day, and we can learn through games.

The aim of this workshop was to demonstrate and to make people aware of the importance of using games as means of meeting people, getting members of various groups to connect and socialize, recharge their batteries after long hard work, and as means of practicing problem solving and parting with friends in a proper manner.

Method(s)/Approach

There were seven kinds of games presented at the workshop, as well as different methods (playing, acting, writing, discussing...)

- Welcome and introduction to the workshop
- Introduction games: All my groups
The participants present themselves by saying their name and minimum of 5 groups that they belong to
- Games for better group connectivity: A little present of everyone
In groups of five the participants write nice things to all members of their group
- Games to encourage activity: Good morning
Everyone acts as a waking animal
- Socialization games: A shopping center
In three groups, the participants play their favorite toy trying to get others to like them
- Moving and relaxing games: A hunter, a bird and a mosquito; a hawk, a hen and its chicken; a bag of potatoes
The participants run chasing one another, or playing the hen and protecting its chicken. After a running game, the participants play a bag of potatoes, untying the bag at the top of their head and shaking off the potatoes, ie. stress and worries
- Problem – solving games: A blind polygon
Being blindfolded, the group members have to form a perfect triangle holding one rope in their hands
- Departing games: A joint song; a photo session
All members write a line of a song without others seeing it. The song has to be about the shared experience of the group. In the end, there is a photo session with group goodbye messages.

Further tips, sources, resource material or links

<http://wilderdom.com/games>

<http://www.group-games.com>

http://www.jubed.com/youth_ministry

<http://youthgroupgames.com.au>

<http://www.youthgroupgames.org>

And for those who speak Bosnian/ Croatian/ Serbian language:

Bunčić Napan, K.; Ivković, Đ.; Janković, J.; Penava Pejčinović, A. (2002) *Igrom do sebe*.
Zagreb: Alinea

Questions for workshop reflection:

The participants were asked to agree with one of the following statements:

- I loved it. It was so funny and interesting. I learned a lot.
- I liked it. It was nice.
- Nothing special.
- It was a bit boring. I didn't learn anything.

Impressions, Outcomes of the workshop

The workshop participants were very playful. They enjoyed playing different games, laughing, running, acting, solving problems while not seeing anything and in a way taking a rest after several days of hard work.

Some participants showed a bit less interest in certain activities, probably, because they were tired, or because some activities simply did not match their interests. We should be aware that there are different types of people who like different things, and should not feel disadvantaged if they do not fully participate in what we have planned for them.

Some of the games were finished faster than anticipated; therefore some additional games were played too. The members of the afternoon group had much more energy and were more eager to play, producing much better outcomes and more positive vibe and laughter.

Also the morning group suggested more creative work, so some minor changes were made in the work with the afternoon group.

The workshop program covered several types of games (even though there are many more). Most of the participants have not played these games before, and seemed to like them very much, as the pictures show. Some have mentioned that they also use games to help children express their emotions and feelings, and were more than satisfied to have the opportunity to learn more about them.

The aim to make people aware of the importance of group games was achieved, as many participants wanted to find out more about the games and their application in everyday life.

Here are some of the selected messages written by the workshop participants:

- Games show our inner better.
- Joke, play, laugh and love.
- Keep on playing games.
- The fun is in your heart.
- Funny and great.





