

Report: Trusting Game in a Creative classroom
School: LICEO CLASSICO B. TELESIO
Date: 22/ 0/ 2019
Class: III E
Teacher: Catia Mele/Dino Mancuso

Aim of the activities: Students will learn to trust each other in a cooperative game.

Outcome By completing this task students will be able to:

1. Work cooperatively
2. Create a maze
3. Refresh their English vocabulary on giving directions

Materials:

1. Blindfold
2. Obstacles

Methodology:

Explain the aim of the lesson to the students
The students will be divided into teams of three or four.
Each team chooses one student to be their player.
The players leave the room while the maze is being created.
The desks are rearranged to resemble a maze with one entrance and one exit.
Once a maze has been created, the game begins
The teams take turns to play.
The first team puts a blindfold on their player outside of the classroom and then brings him/her to the entrance of the maze.
The aim of the game is for the teams to direct their player through the maze in the shortest possible time.
The team with the lowest score at the end of the game wins.



