



LEADER

SOFT SKILLS

CURRICULUM
FOR EUROPEAN VET
STUDENTS



Group instructions

This game is designed to ascertain the creative power of your group.

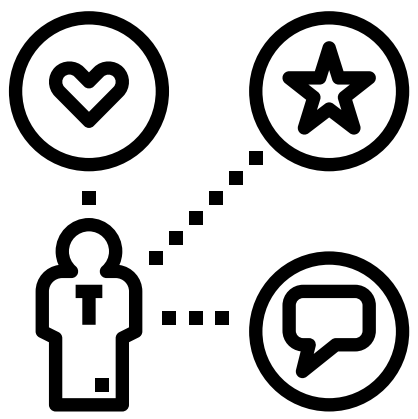
Your task is to Come up with as many different groupings (categories or classifications) as you can of the 25 objects that you have been given; for example, your ball point pen can be put into such groupings as plastic, metal, etc. List the groupings on the newsprint sheet. Perform the task in ten minutes.



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Supervisor B

Company experience—for example, the personnel office groups jobs in classes for recruitment and pay purposes; secretaries maintain groupings of letters (files) for easy reference. After your introduction, don't pause for questions. Just pass out the instruction sheets, dump the 25 objects on the table, and begin to work for the ten minutes.³ The best physical arrangement for the game is to have each group work in a separate room. A large room may also allow for privacy and noninterference from the other group(s). If a private room is not available, let the teams work one at a time, with the non-players staying outside the game room. Instruct each group to stay together and not to talk to each other, or it will spoil the game. 4. Each team should have a table to work on, a flipchart sheet or two to record their categories, and a felt-tip pen. 5. Have the team leaders hand out the following instructions to each member of their team when the task begins, but not before that time: