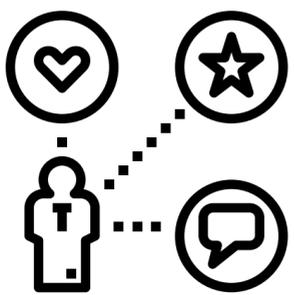




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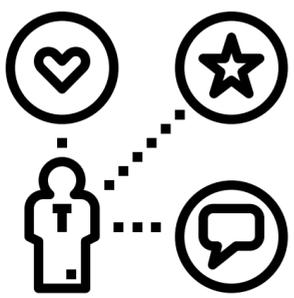
Your group has the task of grouping (classifying) a number of miscellaneous objects. Your group's creativity will be measured by its ability to come up with as many groupings as it can in the ten minutes available. Prior experience with this game indicates that your group will perform well if it receives a helpful "pep talk" preliminary to their actual work on the task. It is thus essential that you talk to them for four or five minutes on the importance of putting things into groups or categories. Use examples from Everyday experience—for example, a supermarket couldn't function if it didn't group its products properly (apples, oranges, cookies, cereals, meats, frozen foods, etc.); the auto industry couldn't serve its clients if it didn't carefully group its replacement parts using various lists and catalogs; imagine a library without a system of classifying its books, or stamp collectors who didn't group their stamps by country, or zoologists and botanists who failed to classify fauna and flora.



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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: