

Activity 1.26 What is This?

Module: Module 1: Identity and Culture

Duration: 25 Minutes

Social Development Themes: Arts

Summary

A simple warm-up game which encourages participants to use their imagination, introducing the idea of storytelling.

It shows that we may see things differently and that there can often be many ways of seeing and interpreting something.

Learning Outcomes:

Value different perspectives

Approach:

1. Ask the group to move their chairs into a circle or sit in a circle on the floor.
2. Choose an item in the room – something very average and not particularly special. It can be made of anything, however, wood or metal objects are good – a stick, a metal cup etc.
3. Tell the group that everyone in the circle should imagine themselves as expert antique dealers, with great knowledge about the particular object that's been chosen.
4. Ask the group if there is a volunteer to go first. Pass the item to the volunteer and tell them that they have a minute (or 30 seconds if the group is big) to tell a story to the rest of the group about what that object is and its history. This should be done as if they were an expert antique dealer who is trying to convince the group that they know exactly what it is. For example, 'This bottle is an old present to our first king' or 'It's the first bottle made in the country, it was made high up in the hills by an old shepherd for his wife.'
5. Participants can make up whatever they want and should try to be as creative as possible. Encourage them to go into a lot of detail: where does the object come from, what's its history, what's the likely value?

6. After each participant has had an opportunity to convince the audience, the item is then passed to the next member of the group who must tell a completely different story. Continue until all participants have had an opportunity to share their story and the item is back to the first storyteller.