





## Good practices

### COMM\_610AB\_EN

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Description of the problem / exercise: **Good and bad attributes**

We discuss the meaning of colors in advance ex:

-  green = patient
-  red = friendly
-  blue = reliable
-  yellow = helpful

The task of the children is to choose the element that most characterizes them in accordance with the proportions of colors.

When everyone has chosen the element that suits them best, they discuss it in pairs or small groups, they talk about their habits and actions that make them consider a trait very or less characteristic. It is good if an adult can participate in the conversation.

We can play with other attributes in the second round.

For older children pairs, small groups have to find the traits. For example, it is possible to organize color groups of 6 people along a very characteristic feature.

- *Why this exercise is good:* Children think about what qualities characterize them to what extent. During the discussion of the game, they can practice reasoning, supporting arguments, expressing their own opinions, thoughts, assertive communication when reacting to the other group member.
- *Which level is recommended:* From elementary school
- *School subject(s):* Moral education, civic education, social studies, personality development, class teacher's lesson, mother tongue, foreign language communication
- *Comments:* In the case of a couple, small group conversation, attention should be drawn to assertive communication. Let's make sure that there are no quarrels or hurting each other from the game. Be sure to have a post-game feedback loop where children can share their experiences.