

## Good practices

### COMM\_611AB\_EN

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Description of the problem / exercise: **Common attributes**

We work with the circle set. Ideal group size: 24 people. Each member of the group selects an item. It symbolizes him.

In each round of the game, the task is to find a pair for themselves based on the color and size of the semicircles (only semicircles of the same color and size can be connected). Once they have the pairs, they should look for 4 traits that characterize both of them, proportional to the elements they have, according to the colors they have.

- ❖ Basic color = very characteristic, basic characteristic
- ❖ High = characteristic, characteristic property in most situations
- ❖ Medium = variable, characteristic of certain situations
- ❖ Tiny = only a very exceptional trait characteristic of well-defined situations

At least three rounds must be played, but there may be more as long as the task is interesting and challenging for the group.

We close the game with a discussion, in which everyone can tell what their experience was, what they learned about themselves, about their peers.

- *Why this exercise is good:* The practice aims to develop self-knowledge and companionship, but at the same time it is also a great communication exercise.
- *Which level is recommended:* From primary school it can be used in this form, for smaller ones in a simplified version.
- *School subject(s):* Class teacher's lesson, self-knowledge, personality development, moral education, civic education, mother tongue, foreign language
- *Comments:* Be sure to have a post-game feedback loop where children can share their experiences. Let's make sure that there are no quarrels or hurting each other. It is important for the teacher to communicate in an exemplary manner, to use positive, assertive feedback to the children so that assertive communication becomes the group norm.