

Title of the activity : Storytelling Circle

For whom: 3+

Duration: 30 min

Number of participants: 6-20

Place: inside/outside

Characteristics:

- cheap
- practical

Type of activity: creating a story

Educational interest:

- raise creativity, team work, active listening

Materials:

- none or for variation of game – Dixit Cards

Goal of the Game:

- building a group story
- enhances creativity
- focus on the unpredictability
(the more the group is the more diverse and unpredictable the story can be)
- focus on difference between contribution and control (everybody is entitled only to a small part and not the whole scenario)
- supports creative thinking and problem solving

Method:

The participants will form a circle either sitting on chairs either standing up, depends on how they feel more comfortable and on how much they want to gesticulate.

Each person is allowed to contribute only with one sentence to the story. If you decide add the Dixit Cards for more creativity, each person needs to randomly pick one card without seeing it, and to include the elements from its card in the story.

Knowing this, a person from the group will start the story by saying its sentence. Keep in mind that is not important who starts the story, but it's important that the moderator remain the last to balance the story (if the participants focused more on description to add more actions and an ending). Of course this role can change after 2-3 rounds.

Reflection and Evaluation

Debriefing:

After the each group is good to provide space for participants to share some impressions, make some changes or remarks and also to notice the quality of their contribution.

Possible things to reflect on:

- * How much my contribution made an impact/drove to a turning point in the story?
- * How predictable was the story?
- * Did you like the place you had in the storyline? Would you've preferred to be placed closer to the beginning/end of the story?

Link or Picture:

