

Title of the activity : Self-development like a way

For who : 15+

Duration : 15 – 20 min

Number of players : 1 and more

Place : inside/outside

Characteristic :

- self-development
- evaluation

Type of game : evaluation of self-development

Educational interest :

- self-feedback
- evaluation
- self-development

Materials :

- paper, markers

Goal : Evaluation of self-development

Method :

1. Each participant has paper and markers.
2. Task for participants is: try to make your way during this action (e. g. training course).
Indicative questions: What did you learn? What are your experiences? Where was your “aha moment”?
3. It's up to participants how they make their way – they can draw, they can write, they can create,...
4. The time for making way depends of participants. Usually is's around 15-20 min.
5. Then you can evaluate – each participant present her/his a way and tell 3 important thing on her/his way.

Link or picture :