



Duration 20 minutes	Grade V,VI,VII, VIII
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SUPERLATIVE GAME- AN ICEBREAKER

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Aims and expected results

The Superlative Game is an icebreaker that asks students to line up in ascending order for various different categories (e.g. weight, height, birthday month, etc.). It's very easy to learn and play, and it doesn't require a lot of time.

Students:

- Learn a lot about themselves having fun.
- Get the attention of others and involve in the game quickly
- Break down barriers that exist between people
- Open the lines of communications with relaxed manner
- Fell as one big family and become more self -confident

Materials	The recommended group size is medium, large, or extra large groups. Students will be divided into multiple teams of at least five people. This game can be played both indoors or outdoors. There are no special materials required to play. It works great with all ages.
Description of the activity:	<p>Introduction The facilitator of the Superlative game needs to prepare a list of categories. These categories can be surface-level categories such as height (in ascending order), birthday month (in ascending order, from January to December), shoe size, number of siblings (least to most), etc. or you can also make deeper categories, depending on your goals.</p>
	<p>Main activity The group needs to be split into at least three teams. The ideal team size is at least five students per team, but preferably no more than nine. Explain the rules and consider using one of the variations below (such as the no talking rule).</p> <p>Read the first category aloud, such as “Line up by increasing order of height. Go!” Each team scrambles to get in the proper order. When a team thinks they are done, they must all sit down and raise their hands. At this point, the facilitator checks the team and verifies that they are in the proper order. If they made a mistake, they get awarded zero points that round and the facilitator checks the next group that sat down. The first team to correctly get in order and sits down gets awarded a point. The facilitator then reads off the next category, and this process repeats until the game is over (no more categories).</p>
	<p>Conclusion and Evaluation There are many variations to this game that are worth considering. These include:</p> <ol style="list-style-type: none"> 1. <u>No talking allowed</u>. All players must rely on body language and hand gestures to get in the proper order. 2. <u>Head and feet only</u>. You can only use your head and feet to signal where to go. No talking or use of arms/hands to

communicate.

At the end of the activity, make sure that all the students have learned all about themselves. That they know their names, heights, weight, birthday month, shoe size, number of siblings etc. or you can also make deeper categories, depending on your goals.

Notes: