

Activities for workcamp participants

Competence reflection orientation game

Length: 1hr preparation - 1-3hrs activity time (depending on the extent)

Main objective(s): Reflecting in groups and in the field about the competence development

Materials needed: Station cards, direction signals, markers, tape, cones or visible objects, pens

Outline (step by step methodology):

1. Prepare station cards, participant reflection forms and the initial orientation cards. The station cards contains the number of the station, the name of a competence, the reflection activity and the instructions how to get to the next station (ex. "2. Station - Communication - How much did this workcamp help you develop your communication skills? Rate from 1 to 5 - 1 not at all/5 a lot - The next station is on your way to the castle under the small bridge"). The reflection forms are blank and only have the number of the stations on them. The orientation card contains the indication where each group should start from (ex. "You start from station 8. You will find this station by the entrance of the castle next to the small well").

2. Set up the orientation path in the surrounding area (forests, park, garden, etc). The path's length depends on the length of the activity you want to have. Make sure the path is well marked so the participants cannot get lost easily.

3. On the path mark 5 to 10 station with a cone or a visible object and leave the corresponding station card there'.

4. Divide the group in groups of 2-3 and give each participant a pen and a reflection form. Each group also receives the first orientation card, which instructs them to which station they should start from.

5. Give the instruction to the participants (ex. You will play an orientation game. Each group will need to pass through 9 stations. Each station represents a competence and is marked by a cone and has a station card with instructions. At each of the station you need to reflect on the competence and follow the given instructions using your form. On each station it will be indicated how to find the next station. Once you have checked all the stations, come back to the camp).

6. At the end debrief the activity with all the group.

Notes: During the activity it is good to be on the path and guide the participants who might have problems finding the path. Otherwise positive experience from Football for Development campaign evaluation 2017 and 2018.

Method was used in project Football for Development: www.fotbalprorozvoj.org

