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ADDENDUM

TO ADD@ME Blended Training Programme for Visually Impaired Youngsters

Prepared on the basis of the testing which took place during the joint staff training (C1), in Warsaw, 31.08-4.09.2021



Module № 1: Managing groups and group dynamics

1. In the module, we propose among other games, a game titled “Desert Island”. You may apply a few variations of this game, depending e.g. on the given group of youngsters. You can be inventive by adding new elements or options, so please find some propositions below which might be useful.
 - a) You can prepare beforehand “a piece of land” (such as a blanket, or a big piece of cardboard), where the activity will take place. You can enrich the game by using many objects such as cartoons, clothes, chairs, tables, etc. In short, we suggest using tangible objects to provide participants with blindness the opportunity to explore the “island” and relevant objects by touch. This experience will facilitate the blind participants to build up a mental image of the scene and construct a better idea of the place in question. It is expected that when blind participants are allowed to touch the parts of the “Desert Island”, then they will feel more comfort and secure, grasping a better understanding of the given situation.
 - b) You can provide to participants different materials: e.g. paper (different kinds), glue, scissors, coloured pencils; optionally - a blanket, a big piece of cartoon that can limit a game territory, etc.

They can use it in order to build what they need on their island (or a boat / raft , if they wanted to leave the island).

- c) You can define the rules, e.g. all the people living on the island remain seated or they can communicate only by singing, or whatever else comes to your mind or suits the activity.

2. In the module, we propose a game “Long and happy life” – coming from the Polish edition of the Klaus W. Vopel book “Interactive games. Part 3” (game number 85; original title – “Interaktionsspiele, Teil 3) – following precisely the proposal of the author of this book.

We would like to propose you as well our lighter version of this game, suitable for everyday life (not as much “theatrical”).

Please find below our proposal

- Peter: You know Maria, that I am not against you / (or I like you, if it is the case) and that I wish you all the best, but it gets on my nerves when you (the way you...).
- Maria: Thank you Peter. I will think it over (or I will take it into consideration).



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In everyday life you can use this first phrase whenever you want to give someone a feedback which might be not nice to the person you give it to, in a polite way.



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