

Enjoy What You Do:

<i>Activity</i>	<i>Resources</i>	<i>Time Assigned</i>	<i>Outcome</i>
8 keys			
<p>Choose 4 different spots inside and 4 spots outside where various tasks will be allocated and the main “base” – preferably the seminar room. The outside spots should be located in different directions and in a different distance from the “Base”.</p> <p>Choose various tasks that need to be completed at the spots according to the 8 key competences:</p> <ol style="list-style-type: none"> 1. Learning to learn 2. Communication in mother tongue 3. Communication in a foreign language 4. Digital competence 5. Mathematical competence 6. Social and civic competence 7. Sense of initiative and entrepreneurship 8. Cultural awareness and expression <p>Examples of tasks: a logical puzzle, to record 1-minute video to promote a local youth initiative, learn some foreign words/tongue twisters, find out some information from the local people, etc.</p> <p>The text of each task should be written on a sheet of paper on each spot.</p> <p>Each task should require a different time to complete, some can be really short and easy to do, some more demanding.</p>	Materials depend on the tasks chosen	20 to 60 minutes	The base and the various 8 spots are identified and different tasks according to the 8 key competences have been prepared, with all materials needed by the participants to complete the tasks.
Introduce the activity and divide the participants into teams of 3 to 4 people.		2 minutes	Teams have been formed



<p>Tell each group which spot they should go to (for logistic reasons, each groups should be completing a different task at a different time). The group then goes to the spot to read the instructions for their task and then to complete the task.</p> <p>Do not tell the participants at this stage, that the tasks are divided according to key competences. Just call the tasks by numbers or names of their location.</p>		2 to 20 minutes – depending on the task and distance of the spot	
<p>Once the group has completed their task, they come back, give you the solution (or a concrete product/object they have created or other outcome required by the task). Once checked, they can receive a key as a symbol of the completing the tasks.</p> <p>Then, the group receives a new task and the process is repeated.</p>	<p>It is recommended to draw a chart with the tasks and teams to keep track of which tasks have been completed and which have not.</p>	60 to 90 minutes	
<p>By the end of the activity, each team should have completed all 8 tasks.</p> <p>Once the teams have all 8 keys they can open a treasure (can be a box with some promotional materials, T-shirts, something sweet, etc.)</p>			<p>Each team have completed the 8 tasks and the participants have thus developed the 8 key competences (while enjoying and having fun during the activity).</p> <p>The team spirit and cooperation within the small teams have been strengthened.</p>
<p>In plenary, the outcomes of the tasks are displayed (creative work) or presented (videos, etc.) The participants are invited to share their feelings and experience from the activity.</p>		20 minutes	
<p>Ask the participants which task they enjoyed most and for the reasons why. Was it because of the type of the task</p>		20 minutes	<p>The participants have understood the concept of the 8 key competences and have</p>



(competence developed) or for other reasons? The concept of the 8 key competences is explained and the tasks are matched with the 8 key competences.			realised their own preference of activities they enjoy.
Activity	Resources	Time Assigned	Outcome
Lifelines			
Give everyone a blank lifeline sheet (or draw and example on the flipchart).	A blank Lifeline and a pen for everyone.	20+ minutes	
Explain that the lifeline starts from the moment they were born and continues until today.			
Ask the group to think of significant moments in their lives according to your theme. For example, a light-hearted icebreaker-type theme might be a TV programme you like to watch. Individuals would then write down their favourite TV programme at different ages along the line. More serious topics: entrepreneurial ideas / things you spend money on / things you enjoy doing / dream jobs / things you were allowed to decide for yourself, etc.			Note: You can do the activity on your own and not show to anyone else.
You could then compare lifelines in pairs or make a giant lifeline and gather any ideas from around the group that they are willing to share.			Note: Team building can happen unexpectedly when people find they have shared experiences. You can play Lifelines just for fun or use them to inform decision-makers.



