

Activity 1

“Who Are You? – Sociometric Game as an Ice-Breaker”

Goals: to get to know each other / to take a stance with a decision

All students stand together in the middle of the room.

The teacher asks a question and gives two or three or four alternative standard answers.

For each of the answers, a certain place in the room is assigned.

After each question, the teacher goes to a few students of each group with a mock microphone and asks why they stands here.

After each question-answer unit the students are convened again in the middle of the room for the next question.

Possible questions:

- a) Where do you live? – in ... / in ... / in ... / Somewhere else ...
- b) How many siblings you have? 1/2/3/4 and more
- c) What is your favourite subject at school: Sports / English / Technology / Art / Something else...
- d) Why do you want to do debating: To learn a better English / To compete with others / To have joy / Other reasons...

Now the teacher starts to pose questions with a forced choice of only two alternatives. For example:

“What food do you like better, pizza or hamburger?”

After this for example:

“Imagine you are Superman or Superwoman. Would you prefer to have the ability to see everything as if you have X-Ray eyes – or would you prefer to have the ability to fly?”

After students decided for one of these options the teacher lets them discuss among themselves why their position might be better than the one of the other side.

After some minutes the teacher asks them to appoint a speaker.

A short debate between the speakers of the teams starts, the teacher lets others join them.

The teacher is mindful that the groups take turns and that only one is talking at a time

After this the teacher could introduce some of the basic rules of debating. (See Part I: The Basics, no. 6.2.)

The teacher might replace these questions by others.