

Magic Carpet



Module IV Interpersonal Conversation Starting skills

Activity: Magic Carpet

- **Short Description:** How to turn a small carpet upside down when it is full of people that are not allowed to leave it? Answering this challenging question can be a good way of breaking the ice in a team and starting to know each other better for a future collaboration.
- **Methodology:** Ice breaking activity
- **Duration:** 15 minutes for implementation – 10 minutes for feedback
- **Difficulty (high - medium - low):** Medium
- **Individual / Team:** Teams of 6-10 students
- **Classroom / House:** This activity is ideally to be developed outdoor
- **What do we need to do this activity?** (Indicate what resources we need to be able to carry out the proposed activity)
 - **Hardware:** none
 - **Software:** none
 - **Other resources:** Small carpets, about 1m²

Description

- **Text description:**

In this activity, students will experience an Icebreaking activity that is commonly used by HR professional in the framework of team building activity. They will be placed in an uncomfortable situation that oblige them to break the ice among the different members of the team and beyond, to find the best solution to the issue faced.



The teacher will form teams of students, preferably mixing natural groups and putting together students that are not used of collaborating together. Then he will place them on a small carpet. The size of the group should be adapted to the size of the carpet, making sure that there are enough people on one carpet to prevent them from moving too easily. Finally, teacher will provide the students with the following instructions:

Your group is on a Magic Carpet ride, high above the fields. You suddenly realize that you are going the wrong direction, because the carpet you are riding on is, in fact, upside down! Since you are no longer touching the ground, you must turn the carpet over, without stepping off the carpet.

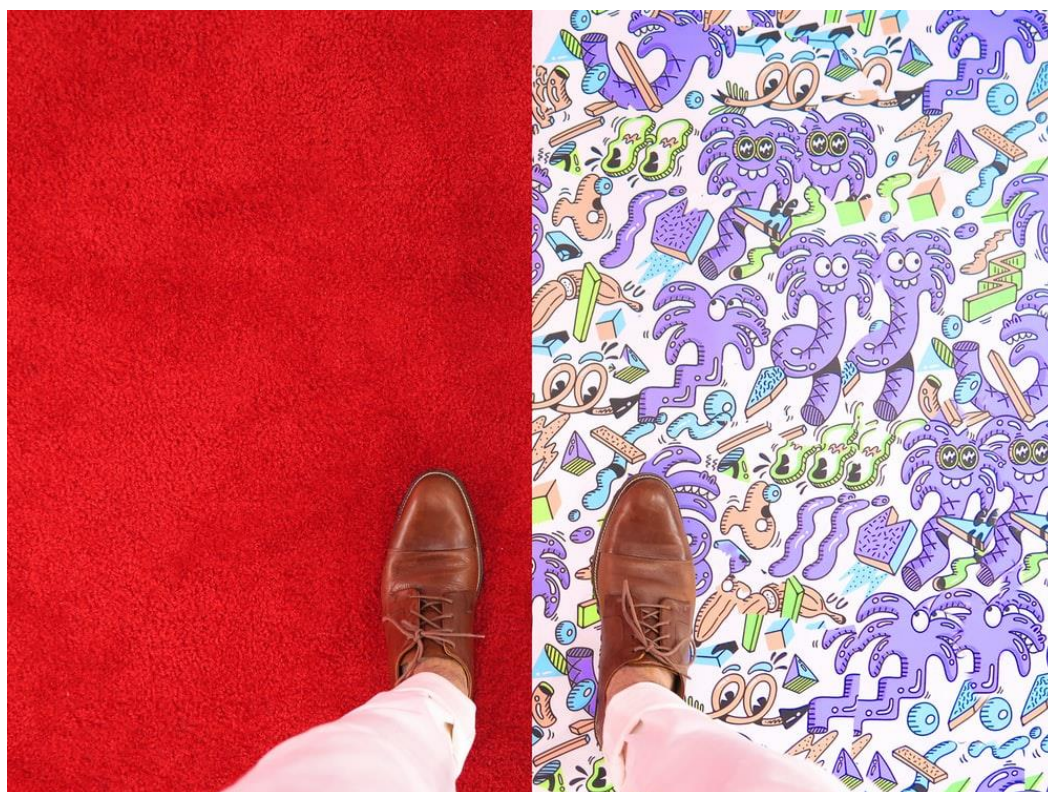
It is recommended that the teacher look at some video example before the implementation of the activity, to visualize better the exercise. For instance:

<https://youtu.be/mbsdg7TGzUk>

<https://www.youtube.com/watch?v=Z1Wjiet5Pyo>

Then he will also see that here are different solutions to this exercise. See annex information for solution and feedback.

- **Illustration:**



<https://unsplash.com/photos/ya-SNqL9Q-g>



Instructions

1. STEP 1 – Make groups of 6 – 10 students
2. STEP 2 – Place them over the carpet and expose the scenario
3. STEP 3 – challenge them to flip the carpet
4. STEP 4 – Students will have about 10 – 15 minutes to overcome the challenge.
5. STEP 5 – Feedback on performance

Expected outcomes

- Experience an Ice Breaking activity
- Increase communication skills, trust, and teamwork
- Set the start of a future collaboration

This activity can be used in other (module, course, topic, lesson):

- **Module IV, Interpersonal skills, active listening, understand others and having an impact**

ENTRECOMP (Competences developed): Creative ideas, Valuing ideas, Vision, working with others, planning and management, coping with ambiguity, uncertainty, and risk

ANNEX:

This activity is about taking people outside of their zone of comfort and force collaboration. There are different options to solve it: participants might decide to climb some members of the team on the back of others (lightweight over the strongest, here teachers role is also to prevent student to make any wrong move) in order to gain some free space and flip the carpet step by step.

We encourage to organise this activity with several teams and carpet at short distance one from the other. Then, a solution is that members from one carpet can jump on the other one, so they can turn one carpet around, and then the other one. This solution is interesting because it forces them to think beyond their own team, and think about other teams as collaborators, and not competitors.

During this activity, natural roles might emerge within the team. People with more personality might take the role of natural leaders, but they should listen to all members, as some shy student might actually get the answer first...

