

Journey in a balloon



Module IV Interpersonal skills Leadership Convince

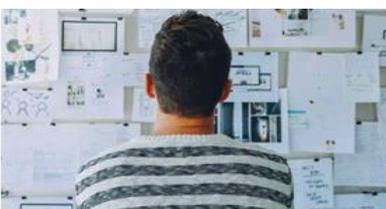
Activity: Journey in a Balloon

- **Short Description:** This activity is about decision making within a group. While facing an extreme fictitious situation, students will have to make a justified and unanimous decision, while also intending to save their life. Natural leaders might arise in this attempt to bring others to one side.
- **Methodology:** Role playing
- **Duration:** 15 minutes for implementation – 10 minutes for feedback
- **Difficulty (high - medium - low):** Medium
- **Individual / Team:** Teams of 6 students
- **Classroom / House:** This activity is to be developed in the classroom
- **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:** instructions

Description

- **Text description:**

In this activity, students will be given a scenario where they experience extreme situation and need to save nothing less than humankind life on hearth. Each student is assigned with a role, and one needs to be sacrificed. They have



to take a unanimous decision on who will leave the balloon. For this, each one will have to present argument to save his life and express who, according to him, has the role of lowest importance and can be sacrificed.

- **Illustration:**



<https://unsplash.com/photos/h7wpIMY3O3E>

Instructions

1. STEP 1 – Make groups of 6 students
2. STEP 2 – Expose the scenario
3. STEP 3 – Decide, within each group, the distribution of roles
4. STEP 4 – Students will have about 10 – 15 minutes to take their decision. They must justify their choice.
5. STEP 5 – Presentation of decision taken and justification with the rest of the classroom
6. STEP 6 – Feedback on the decision taking process and discussion. How members of the team convinced each others.



Expected outcomes

- Practice of convincing others
- Practice of leadership – observation of roles within a group
- Teamwork
- Decision taking
- Presentation of arguments

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

- **Module IV, Interpersonal skills, conversation, collaborate with others, decision taking, leadership styles**

ENTRECOMP (Competences developed): Valuing ideas, Ethical and Sustainable thinking, Self-Awareness, Working with others

ANNEX:

Instructions:

"A meteorite falls in the ocean creating a giant wave that leaves all the continents of the planet submerged.

However, you and five other people were flying over the Teide National Park in a balloon. After a few hours, it starts to lose air but you see an island. The sea is full of hungry sharks and the only way for the balloon to reach the island is to shoot one of the occupants. "

A debate should be established to decide who is leaving the balloon.

Each of the participants has an assigned role:

- a priest
- a journalist of the pink press
- a nurse
- a political adviser
- a teacher of primary education
- a staff of the National Institute of Statistics.

The premises must be fulfilled that: we are the only survivors and we must ensure the continuation of the species; the decision must be made unanimously; none of the participants can voluntarily leave the globe and all must present their arguments.

