

Module IV.1. Soft skills Library

Interpersonal Skills Course

Topic 5. Conversation

Activity T5.L2.1. Ice Breaking Magic Carpet



Magic Carpet



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 future collaboration.

- Methodology: Icebreaking 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 ideal to be developed outdoor

Magic Carpet

In this activity, students will experience an Icebreaking activity that is commonly used by HR professional in the framework of team building activities. They will be placed in an uncomfortable situation that obliges 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 to collaborating together. Then she/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, the teacher will provide the students with the following instructions:



Magic Carpet

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.



Find some video examples in the activity factsheet. There are different solutions to this exercise. See annex information for solution and feedback.

INSTRUCTIONS:

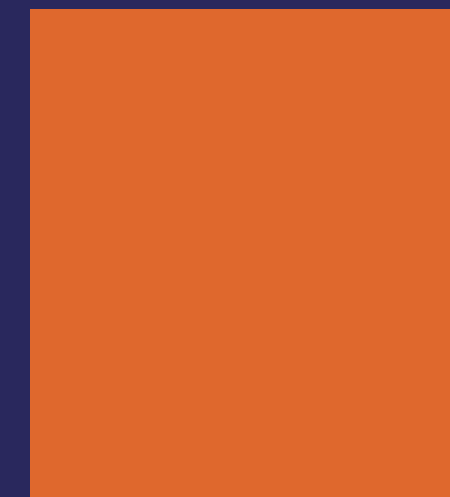
STEP 1 – Make groups of 6 – 10 students

STEP 2 – Place them over the carpet and expose the scenario

STEP 3 – Challenge them to flip the carpet

STEP 4 – Students will have about 10 – 15 minutes to overcome the challenge.

STEP 5 – Feedback on performance



A decorative graphic on the right side of the slide consists of five colored squares arranged in a staggered pattern. From top to bottom, they are: a light blue square, an orange square, a pink square, a green square, and a yellow square.

EXPECTED OUTCOMES:

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

ENTRECOMP (COMPETENCIES DEVELOPED):

- Creative ideas
- Valuing ideas
- Vision
- Working with others
- Planning and management
- Coping with ambiguity, uncertainty, and risk



