

Module IV.1. Soft skills Library

Interpersonal Skills Course

Topic 7. Leadership

Activity T7.L2.1. Journey in a balloon



Journey in a balloon

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 their side.



Find more instructions in the Activity Factsheet

learn
more

- 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 ideal to be developed outdoor

Journey in a balloon

In this activity, students will be given a scenario where they experience an extreme situation and need to save nothing less than humankind life on the hearth. Each student is assigned 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 an argument to save his life and express who, according to him, has the role of lowest importance and can be sacrificed.



INSTRUCTIONS:

STEP 1 – Make groups of 6 students

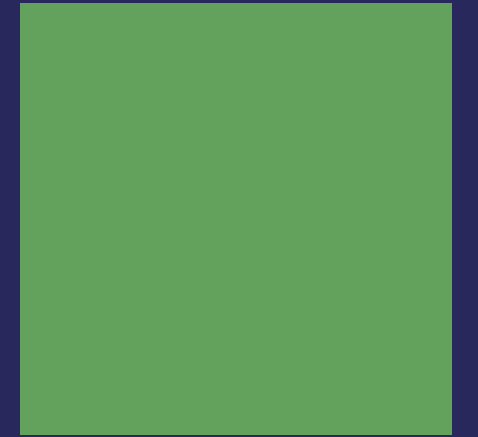
STEP 2 – Expose the scenario

STEP 3 – Decide, within each group, the distribution of roles

STEP 4 – Students will have about 10 – 15 minutes to take their decision. They must justify their choice.

STEP 5 – Presentation of decision taken and justification with the rest of the classroom

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



ENTRECOMP (COMPETENCIES DEVELOPED):

- Valuing ideas
- Working with others
- Ethical and Sustainable thinking
- Self-Awareness



