

2019-1-AT01-KA202-051516

ACCESSIBLE WORK 4 ALL

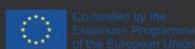


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Module 0 – Warm-up and Feedback exercises

- Module 0 is designed as an online/offline course. Methodologically, group work is the focus of the units.

All Modules – Get to know each other

All Modules – Stay awake!

All Modules - Feedback

<p>Videos associated</p>	<p>No video</p>
	
<p>Setting</p>	<p>Online/offline</p>
	
<p>Type of activity</p>	<p>Group work</p>
	
<p>Timeframe</p>	<p>15 minutes</p>
	
<p>Brief description of the activity</p>	<p>The participants in the course should get to know each other better at the beginning. At the same time, a get-to-know-you game loosens up the atmosphere and thus creates a good learning climate. The course leader should briefly demonstrate how it works.</p>
	<ul style="list-style-type: none"> Profile (offline): A blank profile (see profile_EN.jpg) is printed out for each participant in the course. After the blank profiles have been handed out, groups of 2 are formed. Now one partner interviews the other fills in their profile and draws their counterpart. Afterwards, the group comes together again and each participant introduces his or her interview partner using the profile. The person introduced has the opportunity to make additions.



Online workshops suffer from the fact that there is no time for small talk during the breaks and there is little opportunity to get to know each other. Through these short get-to-know-you games, participants learn at least a little about their counterparts in the online workshop.

- **Profile (online):** Each participant in the course has a pen and a blank sheet of paper ready. The facilitator shows the template for the profile, which is sketched by the participants on their blank sheet of paper. The participants are released into short breakout sessions in groups of two (5 minutes time). Now one partner interviews the other fills in their profile and draws their counterpart. Afterwards, the group comes together again and each participant introduces his or her interview partner using the profile. The person introduced has the opportunity to make additions.

- **The get-to-know-your-desk game (online):** The aim of the game is for everyone to tell something personal about themselves and give a little insight into their immediate physical environment - this is often the desk.

All participants choose an object that they have directly at hand at their workplace. Then they present the item to the other participants and explain why they chose that item. It's funny because at first glance you don't think you'll find anything suitable - but in the end, it usually works.

With an example given by the teacher, you can control the seriousness of the game. An example that is not too serious makes it clear that it is first about getting to know each other and warming up.

Examples:

This coffee is warm, strong and feels good. I chose it because it makes it easy for me to start the workshop.

This paper clip has been lying here for ages. Now maybe I can use it to bundle my workshop documents.

This is my favourite cuddly toy. It sits here on my desk, makes me happy and accompanies me through everyday life.

I have my to-do list here. I chose it because I might finally do all those unfinished things.

Glossary



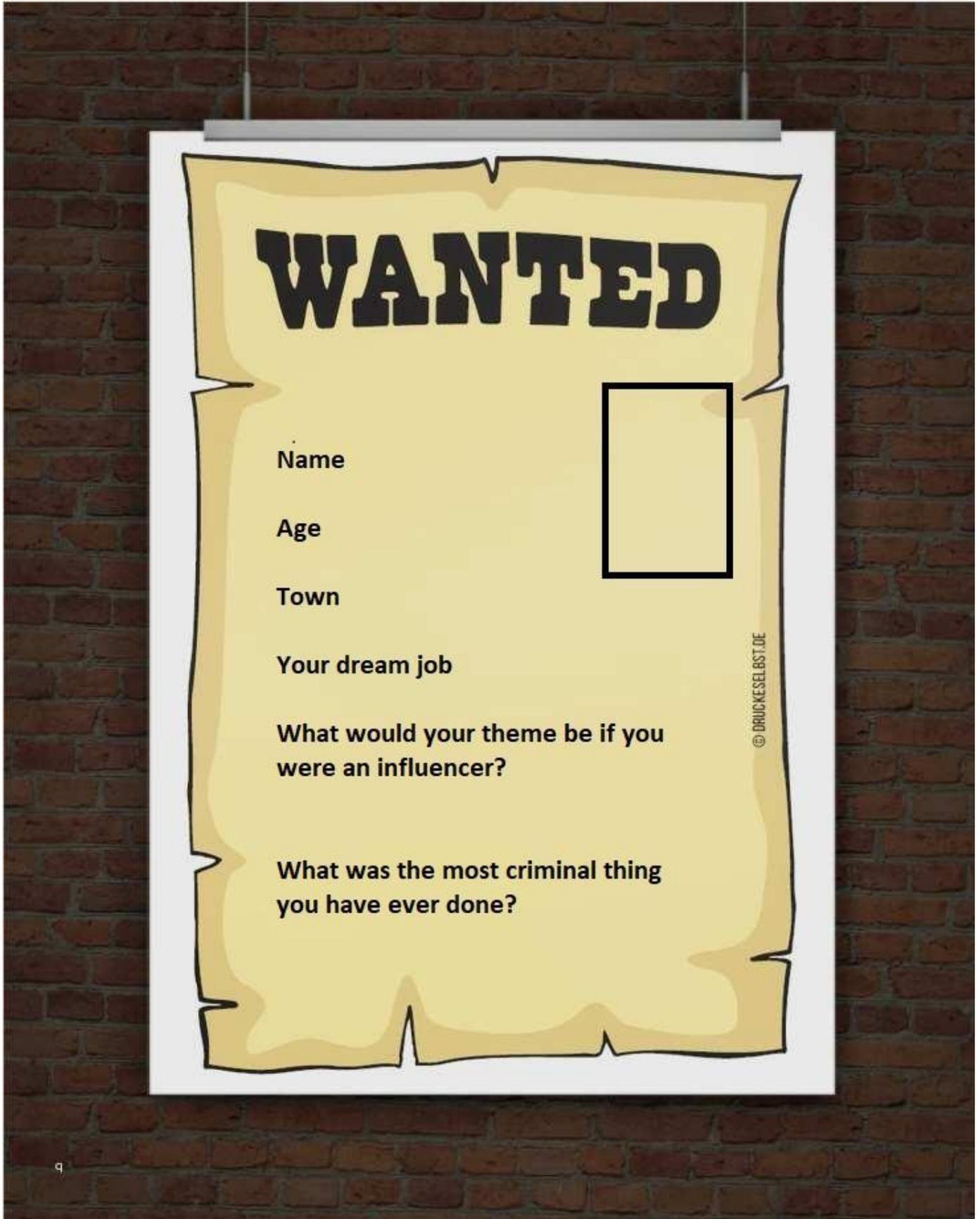
**Country
specific section**

no country-specific content and activities



**Sources /
further
reading/resourc
es**







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Setting	Online/offline
Type of activity	Group work
Timeframe	some minutes
Brief description of the activity	<p>Participating in a workshop is exhausting and sometimes the facilitator notices that some fatigue sets in among the participants. The following games can help all participants to get back into the swing of things.</p> <ul style="list-style-type: none"> Colour-object (online): The teacher signs a colour into the camera. All participants have to find an object in this colour and hold it up to the camera. The last person to find something announces the next colour. Emoji facial gymnastics (online): The instructor shares their screen and shows different emojis (e.g. with this emoji generator: https://www.workshop-spiele.de/dieses-online-warm-up-spiel-ist-kurz-und-lustig-mit-emojis/). The participants have the task of mimicking the emojis as well as possible.



- **Tilt chair method (offline):** Each participant stands behind his/her chair. The chairs of the class form a tight circle. Each participant now tilts his/her chair backwards, i.e. towards him/herself, with one hand on the backrest. The aim is to move one chair at a time and to return to one's own chair at the end. However, no chair may be touched with two hands. This game can be played with or without a time limit. The group of participants may communicate during the game, but only with their free hand.

Instructions in DGS:

<https://deaftrain.de/artikel/134-die-kippstuhl-methode>

- **- Confused teacher (on/offline):** The teacher gives instructions that the participants have to follow. All participants should stand so that they can move. First, the teacher gives gestural instructions such as forward (one step forward), backward (one step back), to the right (one step to the right) and to the left (one step to the left). The group of participants (or each individual in front of their screen) follows the instructions. During the game, the teacher can increase the pace of the instructions.
Also, the teacher can introduce new commands during the game: Clap means the participants have to clap Snap fingers means to jump up once.
For advanced learners: Now all commands are reversed. Gesture to the left means steps to the right. Clapping means jumping up,...
- (Instructions available in DGS -> put on YouTube?)

Glossary



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Sources /

no country-specific content and activities



Co-funded by the
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of the European Union



**further reading/
resources**





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<p>Setting</p>	<p>Online/offline</p>
<p>Type of activity</p>	<p>Individual / Group work</p>
<p>Timeframe</p>	<p>15 minutes</p>
<p>Brief description of the activity</p>	<ul style="list-style-type: none"> • <i>In contrast to "criticism", feedback methods collect all aspects of a matter: Pro & con are equally opposed to each other. However, experience shows that spontaneous feedback sometimes fails, for example, it misses the point, produces one-sided adulation or even destructive criticism. To be able to give feedback successfully, it is advisable to use tried and tested feedback methods. They provide a predefined framework within which constructive feedback is specifically encouraged.</i> • Match method (on/offline): All participants must have a match and a matchbox ready. In the offline setting, a filled matchbox



is sufficient, which is passed around the circle. Now the first participant lights his match and can give feedback on the course until the match has burned down. Then it is the next participant's turn. This feedback round should be recorded by video! (DGS-Anleitung vorhanden, auf YouTube hochladen?)

- **I pack my suitcase ... (on/offline):** Participants pack a suitcase at the end of the course. They express their feedback by: "I pack my suitcase ... and thus signal what interesting things they took away from the event.

Glossary



Country specific section



no country-specific content and activities

Sources / further reading / resources

