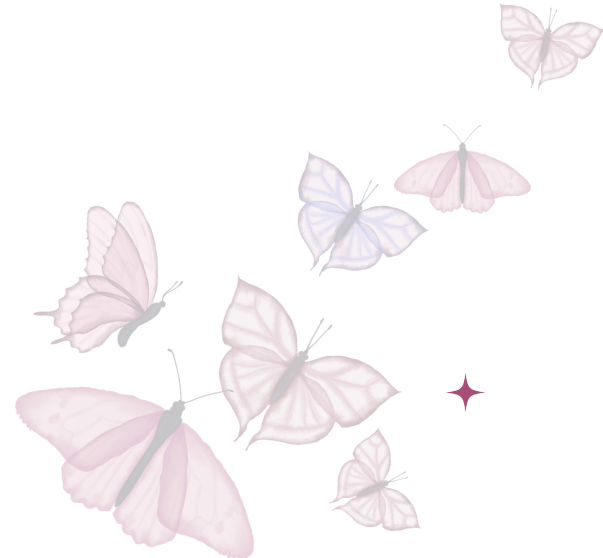




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PRACTICAL ACTIVITY AND GAME

Stories4Wings

2024-1-ES01-KA220-ADU-000255317

Vocational Training and Profession Acquisition

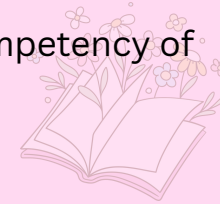
Second Chance



Second Chance

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This document includes a **practical activity and a game** to further explore and reflect on the value, skill, or competency of each story.



This activity and game serve as a **supplementary learning tool** to the guide with the questions and reflections, approaching learning from a **playful, active, and participatory perspective**.

These activities aim to reinforce learning through **practice and direct experience**.

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PRACTICAL ACTIVITY

1

Educational Objectives

- Identify the skills Anya learns in the story (cooking, food safety, business basics)
- Reflect on their own existing skills and what new skills they want to develop
- Explore how vocational training can support their life after release
- Discuss the link between learning a trade and rebuilding confidence

Number of Participants

6-15

Duration

45 minutes

Materials Needed

- Printed copy of the story
- Paper and pens
- Flipchart or whiteboard

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Activity Description

1. Reading (10 min)

- Read the story aloud or ask a volunteer to read it.
- If literacy levels vary, the educator can read while participants follow.

2. Discussion (10 min)

Ask the group:

- What skills did Anya learn in the program?
- How did learning a trade change the way she felt about herself?
- What made her keep going even when it was hard?

3. Personal Skills Map (15 min)

Each participant draws a simple table on paper with two columns:

Column 1: Skills I already have

Column 2: Skills I want to learn

- They fill it in based on their own experience.
- The educator supports participants who have difficulty writing.



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4. Sharing (10 min)

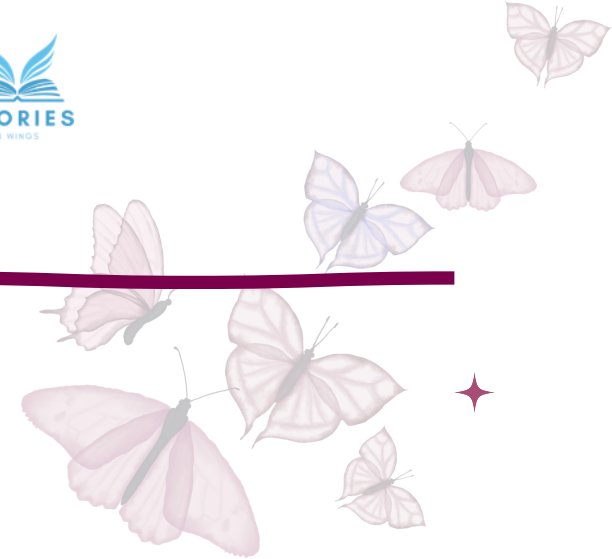
- Volunteers share one skill from each column.
- The educator writes them on the flipchart to show the group's strengths and interests.

Facilitation note:

- Keep the focus on real, practical skills (cooking, repair, communication, etc.).
- Avoid judging or ranking what participants share.

Notes:

Participants who have difficulty writing can draw symbols or work in pairs.



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GAME

2

Educational Objectives

- Recognise a variety of vocational skills and trades
- Practise making decisions about learning and future planning
- Explore how different skills can lead to different life paths
- Build confidence in talking about work and abilities



Number of Participants

6-15

Duration

30 minutes

Materials Needed:

- One set of "Skills Cards" (prepared by the educator before the session).

Each card has one skill or trade written or drawn on it:
e.g: cooking, hairdressing, driving, accounting,
carpentry, gardening.

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Activity Description

1. Set-up:

- The educator prepares 10–15 Skills Cards before the session.
- Each card shows one skill or trade (e.g. baker, mechanic, gardener).
- Cards can be hand-written.

2. How to play (25 min):

- a) Place all cards face down in the middle of the group.
- b) One participant picks a card and reads aloud or shows it.
- c) The group asks that participant three quick questions:
 - Would you choose to learn this skill? Yes or No?
 - Why or why not?
 - Where could this skill take you?
- d) The participant answers. The group can add their own thoughts for 1–2 minutes.
- e) Rotate to the next participant.
- f) Continue until all cards are used or time is up.



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3. Closing (5 min):

Ask the questions:

e.g: Which skill surprised you most?

e.g: Did anyone change their mind during the game?"

Facilitation note:

- There are no right or wrong answers.
- The goal is to get participants talking and thinking about options for their future.



Notes

- The educator can add cards based on skills actually available in the facility.
- The game can be played in pairs if the group is shy or if time is short.
- For low-literacy groups, use simple drawings on the cards instead of words.



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