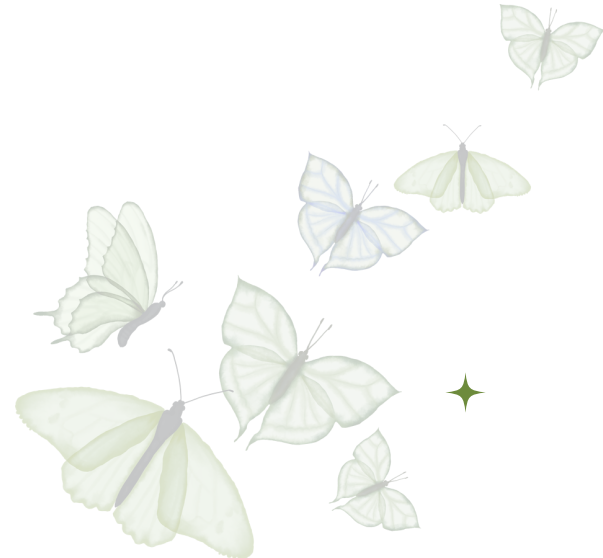




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PRACTICAL ACTIVITY AND GAME

Stories4Wings

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Team-Working

The Rescue



The Rescue

Team-Working

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**.

The Rescue

Team-Working

PRACTICAL ACTIVITY

Educational Objectives

- Develop physical cooperation
- Understanding interdependence
- Adapting roles in action
- Promote non-verbal coordination



Number of Participants

8-18

Duration

50-60 minutes

Materials Needed

- 3 objects (to be rescued)
- Safe zone (depends on the classroom where the work is being done, it also can be builded with tape or furniture)
- Adhesive tape
- Cards with conditions (prepare in advance)

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The Rescue

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Activity Description

1. The group must move 3 objects to a safe zone.

Some examples of objects might be:

- An empty cardboard box
- Plastic bottle
- A handkerchief
- A bowl of water
- Large sheet of paper with the silhouette of a person drawn on it

2. Each object must be moved under a condition.

Some examples of conditions might be:

- One needs two people
- Another one requires that it be transported by 6 people
- Another cannot touch the ground
- Another cannot get up from the ground
- Another one has to be carried by a blindfolded person, and others have to guide him without touching him.

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3. Variants can be introduced:

Change of roles, the same function cannot be repeated

Nobody can speak

New transportable objects with different characteristics appear

Does speed matter (or the opposite)

4. Reflection

The whole group reflects on how the activity worked, observing in which role they felt most comfortable, how they worked as a team, what worked and what didn't, etc.

Notes

- Very physical activity
- Avoid dramatizing the rescue
- Learning is in action
- Maintaining safety

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GAME

Educational Objectives

- Practice basic cooperation under simple rules
- Experience interdependence in a shared task
- Improve coordination and listening within a group
- Understand that teamwork can succeed even with limitations and stress



Number of Participants

8-20

Duration

50-60 minutes

Materials Needed

- Simple objects (balls, cups, handkerchiefs, plastic bottles, etc.)
- Tape to mark a safe zones
- 1 blindfold (optional, used safely)
- Cards with simple instructions

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Activity Description

1. Setup

Hide pairs of objects around the classroom; depending on the time available and the difficulty of the game, you can hide 5 to 15 objects.

Mark two Safe Zones (where objects must arrive)

Assign to judges confirm that each group follows the rules.

Divide them into two groups. They are told: You are two teams and must “find and rescue” all the objects by moving them to safety.



2. Simple Rules Introduction

Each pair of objects is hidden with one rule card. Only one rule applies per object.

Examples:

- “Must be carried by 2 people”
- “Cannot touch the ground with hands”
- “Must be moved without talking”
- “Must be carried with eyes closed (only one person can see)”

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3. Rescue Game

The groups have to find and move all the objects

They can choose order and strategy

They must respect the rule of each object

They must leave the other object and the card exactly as they found them

The educator does not explain everything in advance. Each object is revealed one by one.



4. Finishing and reflection

When all objects reach the Safe Zones, the game stops.

- The whole group reflects on how the activity worked, observing in which role they felt most comfortable, how they worked as a team, what worked and what didn't, etc.

The Rescue

Team-Working

Notes

- Keep rules minimal and always short
- Focus is on doing together, not on winning or perfection
- Connection to The Rescue: success comes from staying together and acting step by step, not from complexity or speed





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