





PR3 Training Toolbox Classroom Collaboration Quest

1) NAME AND DESCRIPTION OF THE TOOL

SESKAT. Development of social and emotional skills in adult training

2021-1-DE02-KA220-ADU-000035095





Classroom Collaboration Quest is an engaging indoor activity designed to boost team-building skills among adult learners. It leverages simple materials commonly found in a classroom setting to create a dynamic and collaborative learning experience.

2) OBJECTIVES OF THE TOOL

- Foster effective communication and collaboration within the team;
- Develop trust and teamwork using readily available classroom resources;
- Enhance problem-solving and decision-making skills in a controlled environment.

3) CONNECTION OF THE TOOL WITH EMOTIONAL INTELLIGENCE/SOFT SKILLS

This tool is closely linked to emotional intelligence as participants navigate challenges that require understanding and managing emotions. Soft skills such as teamwork, communication, and adaptability are integral to success in the various indoor challenges.

4) **RESOURCES & MATERIALS**

- Chairs or desks;
- Whiteboard and markers;
- Sticky notes;
- Paper and pens;
- Timer or stopwatch.

5) IMPLEMENTATION OF THE TOOL

Duration: 1 hour

Step 1: Briefing and Team Formation (10 minutes)

Provide a brief overview of the Classroom Collaboration Quest and its objectives. Quickly form teams, ensuring a mix of participants in each.

Step 2: Challenge Stations (40 minutes)

Set up stations with different challenges using chairs, desks, whiteboard, and sticky notes. Challenges include problem-solving puzzles, trust-building exercises, and creative tasks. Teams rotate through the stations, spending a set amount of time at each.

Example Challenges:

<u>Desk Tetris:</u> Teams rearrange desks to fit a specific pattern within a time limit. <u>Human Sculpture:</u> Using sticky notes, teams create a sculpture representing a chosen theme. <u>Quick Puzzle Solving:</u> Teams solve a puzzle on the whiteboard collaboratively.

SESKAT. Development of social and emotional skills in adult training

2021-1-DE02-KA220-ADU-000035095





<u>Word Association Board</u>: Teams contribute words related to a given theme on a shared whiteboard. The challenge is to build a cohesive and expansive word association board within a set time.

<u>Desk Island Survival</u>: Teams imagine their desks as islands and must create a survival plan using available classroom items. They present their plans to the group.

<u>Sticky Note Mosaic</u>: Teams create a collaborative mosaic on a designated space using different coloured sticky notes. Each team member contributes to the evolving artwork.

Step 3: Debrief and Reflection (10 minutes)

Gather all teams for a brief debriefing session. Discuss key takeaways, challenges faced, and strategies employed. Facilitate a quick reflection on the importance of emotional intelligence in teamwork.

Step 4: Learning Application (10 minutes)

Discuss how the lessons learned from the indoor quest can be applied to daily work or study situations. Encourage participants to share immediate insights on improved communication, collaboration, and decision-making.

6) EXPECTED LEARNING OUTCOMES

Participants demonstrate improved communication and collaboration skills through successful completion of indoor challenges. The experience fosters a sense of adaptability, encouraging team members to creatively utilize available classroom resources. The brief reflection allows participants to connect the indoor challenge with immediate applications in their work or study environments.