


Say and show who you are!

Title of activity	Say and show who you are !
Theme	Intercultural communication, remembering information.
Learning goals	<ul style="list-style-type: none"> • Team-building • Communication • Observe and listen to others (gestures and words) • Make a sketch of complex information that will be easy to remember
Target audience	Young people, aged 18 to 30, with different language backgrounds.
Type of activity	Memory game.
Keywords	Thoughts, words, movement, memory
Step-by-step	<ol style="list-style-type: none"> 1. The activity leader announces a game that will test the participants' memories. 2. The participants form a circle together with the activity leader who announces game and the task: <i>"I'll tell you my name and one piece of information about me that will be accompanied by a movement. The next person in the row first repeats what they heard and saw and then presents him/herself in the same way. The third person repeats what they heard and saw from the previous two people and then presents him/herself in the same way, etc. So, each of the following speakers has an increasingly complex task than the previous one, with more to remember. The goal is to see how much information can be remembered in this way. Will the last speaker be successful too?"</i>

	<p>Obviously, the participants enjoy the game, but they try to accomplish the task on three levels. Firstly, by remembering the name, remembering the piece of information and the movement, secondly thinking of a sentence and movement to present themselves, while the third level interferes with the previous two.</p> <p>3. The game progresses in good humour and participants can generally remember all three pieces of information until the number of presenters has exceeded 10. Now the body of information is large and the participants have some difficulties. It is clear that names are most difficult to remember, while the sentence illustrated by the movement is easier to recall, although this information contains more content.</p> <p><i>Debriefing</i></p> <p>After finishing the game, we conclude that information based only on words is hardest to remember, while verbal information accompanied by a visual sensation, or prompt, is quite easy to remember. So, it would be helpful to supplement each piece of verbal information with an illustration (movement, drawing, photographs) if we want it to be remembered well.</p> <p>Final task: write down one piece of information and design it so that it is easy to remember.</p>
Venue	Meeting or class room.
Materials required	Paper/pens.
Duration	45 min.
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