

Teaching materials for secondary education · 41st ONCE School Contest

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DETECT

TEAM BUILDING

DESCRIPTION OF THE ACTIVITY:

In this second activity, students will have to put themselves in the shoes of other people to experience different situations.

Through this group activity, based on a role-play, students will work on **empathy** and **active listening**.

Grouped into teams, they will have two cards drawn at random: one with the description of a situation, and another with the description of the character (with or without a disability) who is affected by that situation, being the protagonist of it.

Each card has a series of reflective questions: by matching character and situation, the team will have to put themselves in the character's shoes, answer the questions and agree on a solution based on empathy and respect, to avoid the case of unwanted loneliness.

What are empathy and respect? Active listening

Empathy is the ability to understand another person's emotions, even if you don't share them. It is defined as the ability to **put yourself in someone else's shoes** and understand **how they feel in a given situation**.

Active, or empathetic, listening is when you listen to **understand the other person**, focusing your attention on them.

EDUCATIONAL OBJECTIVES:

- Reflect on social situations to make empathetic decisions that are consistent with the situation, based on active listening and respect for others.
- Promote empathy for classmates.

ACTIVITY DURATION:

15 minutes.

GUIDELINES FOR PERFORMANCE:

1. Organize teams of 3-5 students, and randomly distribute a situation card and a character card.
2. In turns, each member of the team must answer the questions posed on each card, first empathizing with the character and putting themselves in their place, and then responding personally.
3. Each team, after the round of reflective questions, must reach a solution that allows the character to avoid an unwanted situation of loneliness.
4. Share the group to agree on the attitudes that the class group should have if they encounter similar situations at school.

[Download character cards](#) [Download situations cards](#)

EDUCATIONAL PURPOSE ADJUSTED TO THE PARTICIPATION WORK:

- Promote active listening, observation and empathy as starting points to become aware of situations of unwanted loneliness in the school environment.
- Empathize with classmates.

RESOURCE LIBRARY

If you have more class time or if you want to go deeper, we leave you these gamified resources to continue forming a team!

- [ChaTEA \(soledades.es\)](#)
- [#Reconnecta, a game to stimulate the social life of young people \(soledades.es\)s](#)