



Animation sheet

WORKSHOP

for the SOCIAL TRANSFORMATION

LEARNING METHOD : The drumming game

The drum or bottle game (or any other object that could be substituted) is a game that consists of randomly asking the participants about what they have seen together. The object is an instrument to designate the person.

	STEP 01	STEP 02	STEP 03
OBJECTIVE	Preparation of questions	Present the rules of the game and play	Debrief
PREPARATION OR PLAY TIME	The trainer is free to prepare the day before the exercise	30 minutes	10 min
ROLE OF EVERYONE	The trainer prepares a series of questions according to what he wants to check.	<p>The trainer explains how the game works.</p> <p>Learners take their usual seats.</p> <p>A bottle will be placed in the center of the tables. The trainer will rotate it and when it is stopped, the orientation it will indicate by the opening of the bottle will designate the person to be interviewed and so on.</p> <p>The trainer may decide to use a drum, beat a rhythm and pass an object between each participant. When he stops playing, the person holding the object must answer the trainer's questions. And so on.</p>	At the end of the game, the trainer can share his analysis on the knowledge mastered by the learners and on their side the learners can express the points on which they need clarification.
CAUTION OR POINT OF ATTENTION	The questions can be both closed questions (dates to be given, true or false) and open questions that would push the participant to express his point of view, to propose his analysis	<p>The participant chosen by the bottle or by chance from the drum must try to answer the question of the trainer. He stands up for this but stays in his place.</p> <p>If they don't know, they sit down and the trainer redistributes the floor until someone answers or completes the question to move on to a new question. another question.</p>	
THE NECESSARY TOOLS/SUPPORTS	No particular tool	A bottle or a drum	No particular tool

Objectives:

The method has several objectives:

(1) It relies on chance and thus avoids that learners think they are the trainer's privileged target

(2) It allows to question the knowledge of the learners, to check the understanding they have of what has been discussed

Practical use:

This method can be used at the beginning of the day as well as at the end of the day. It can be very useful to help participants to review collectively before the final evaluation of the module. This method can be used for any module.

URL of the article

<http://atelier.fdh.org/en/take-action/our-tools/facilitate/article/the-drumming-game>

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