Bonus Activity:

The Route

A simple but entertaining route game in which children get to know more about themselves and others through learning from their mistakes.

Description

- Make a mesh of paper tape or chalk on the floor.
- On a sheet of paper, we have the same grid drawn on a thumbnail and we draw a path on it.
- One child each time tries to guess the path, jumping with both feet into each box that he or she believes represents the planned route.
- Two children are defined as "guides" who look at the route and shout "BIP" when a child makes the wrong move.
- Every child who tries to make the journey is entitled to one "mistake" (wrong guess).
- In the second one, he stops and continues the next child in turn, trying to remember the right steps of the previous one.
- The goal of the game is for every player to complete the route and to get out of the grid.

Discussion questions

Reflect
How was the game? Which mistakes occurred in the game? Why did they occur?

Connect
What is the importance of making a mistake? What happens after we make mistakes?

Apply
How do we learn from our mistakes? How do we make better choices?

Facilitation notes

Importantly, the goal of the exercise was achieved when students cannot accept their mistake and someone else continues in their place. This is the moment that we should include in the discussion. Clear instructions are important. Plan 4 or 5 different routes, so that all the students can participate actively. The rest of the children could be observers, giving ideas for the next choice of box.

Number of Teachers or Coaches	1
Number of Students or Athletes	15-20
Typical Age Group	10+
Time Needed	30min
Space Needed	Playground, sports hall
Materials Needed	Paper tape Chalk Papers
Activity Objective	To make students understand that their mistakes are learning opportunities for themselves and others (we learn from our failures).
Related Units	Units 1&2
Related Learning Competences	Problem solving, attention, decision making, self-determination, self-assessment