

ASSERTIVENESS

PLAYING SAFE

PERSONAL SAFETY

&

COMMUNICATION CLASSROOM GAME

Young people should be split into two groups and each group should be given a deck of playing cards (larger groups will often work better).

Each young person should take a card from the deck and hold it above their head so that the value of everyone's card except their own can be seen.

Each young person then takes a turn in providing an instruction to someone in his or her group i.e. 'put on a jacket'.

The way that young people choose to speak and communicate should be based on the value of the card that the chosen person is holding – for example, someone holding a 'King' should be spoken to very differently to someone holding a '2'.

Encourage young people to think about all of the different aspects of effective communication; language, tone, pitch, intonation ect.

When everyone in the group has been spoken to, the group should be asked to form a line in order of where they think they belong based on how they were spoken to – the value of the cards should be in order.

Following this exercise, we should revisit the various aspects of communication. We have a really good opportunity to create empathy amongst young people based on;

- How did the way you were spoken to make you feel?
- How does the way that someone speaks to us influence how we behave
- How did you feel communicating in the way that you did?

