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Explanatory illustrative study games: “Story”

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Aim	To develop critical thinking skills, to develop an individual opinion, find new ideas, to develop a critical assessment of ongoing processes.
Duration of activity (min)	40
Necessary materials	-
Action description	The goal of story making is to cooperate and to create one story together. Divide learners into teams of 6 to 10 people. Learners stand or sit in a circle or line. Teacher starts the activity by asking: “what will be the name of story in relation with the theme of the course?” Teacher chooses the name of story and ensures everyone has heard it. For example, the name of story is the structure of atom. Teacher points to learner “A” who starts the story. Then teacher stops the student “A” and points to the next student “B” who continues the story. The game continues as long as all students have participated. To facilitate the process, teachers can provide students with questions in a case a student has problems continuing the story.
Result	The application of these study methods will: <ul style="list-style-type: none"> - foster more positive attitude towards the subject; - increase the skill of cooperation and knowledge exchange among participants; - inspire learners to explore more the definite topic using the acquired learning material; -increase sense of initiative.
When to use	These study methods are universal. Methods can be used in almost all subjects.
Conclusion	The application of these study methods enhances learners’ understanding of learning topic. Learners will be able to analyze various processes and use critical thinking and gain knowledge. It helps to explain even the most unclear, the most confusing elements of the covered topics.