

Ice Breaking with Fectar v1

MaFEA – Making Future Education Accessible
PR3 - EDUCATIONAL LEARNING PATHS

Technology tools (version):	Fectar studio
Requirements: What do you need? (Think hardware, skills, knowledge.)	Computer Knowledge how to use Fectar
Optional technologies:	Mobile phone or tablet with Fectar app
Date:	12.12.2023
College:	Omnia
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Topics of the lesson(s):	Ice breaking
Estimated time:	2 hours 1minute



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Lesson title/subject: Ice breaking for new group

Intention: What do you wish for or hope to happen? (Intentions are often not measurable or tangible, but help you in developing the design process.)
<ol style="list-style-type: none">1. For the group members to relax and get to know each other so it is easier to start to work with each other.
Desired Outcomes: One or more measurable and tangible goals the teacher aims for with this lesson/these lessons.
<ol style="list-style-type: none">1. Better atmosphere.2. To feel safe in a group.3. Easier to be creative.
Agenda: How are you going to reach the goals? Description of the lesson plan / educational activities / working methods.
<ol style="list-style-type: none">1. Teacher introduces Fectar studio and the idea of the exercise (ice breaking). Students log into Fectar studio. (20min)2. Teacher asks a question about what would you be if you were an animal? (1min)3. Student selects an animal image from the Fectar library. (10min)4. Teacher opens the Fectar space "Nature" during the students are selecting the animals5. Teacher shows how to add animal to the space and gives instructions how to place them (i.e. circle) and one at the time (20min)6. Students place their animals to the Space one by one (20min)7. The student describes the own animal and its character. (30min)8. The student tells what other animals it gets along with and would invite "to the same cup to eat". (20min))
Roles: Who facilitates what? Who participates? What do we expect of the students?
<ol style="list-style-type: none">1. Participants: teacher, students.2. The students are expected to use their imagination and encourage each other to participate.
Rules: Rules or principles are about how you want to learn and work together.
<ol style="list-style-type: none">1. The students will listen to each other.2. Show respect to each other.3. Show their interest by asking questions.
Time: Describe the time path: What time do we start / finish / break? When is the time for reflection? What happens between contact times?
<ol style="list-style-type: none">1. In the beginning of school start when people do not know each other.2. 1-2 hours depending on the group size.