



Erasmus+

FutureMinds: Cultivating Innovative Leaders in STEAM and Active Citizenship

Project n° 2024-2-BE01-KA210-SCH-000286437

Activity Template

TRAINING SOFT SKILLS THROUGH ICE BREAKING ACTIVITIES AND SCAVENGER HUNT

School: INDSC – Beauraing (Belgium)

Teacher Name and surname: GEONET Valérie and DOMKEN Dominique

Activity objectives:

- Build social connections and confidence
Help students feel comfortable with peers from different countries by encouraging inclusive interaction and cooperation.
- Practice spoken English in an authentic context
Provide opportunities to use English for real communication: asking questions, negotiating, giving instructions...

- Develop teamwork and collaboration skills
Encourage students to listen to one another, share roles, make joint decisions, and work effectively in multilingual and multicultural groups.
- Strengthen intercultural awareness and respect
Foster openness, curiosity, and respect for cultural differences through shared tasks and informal exchanges.
- Enhance key soft skills
Support the development of problem-solving, adaptability, initiative, and communication skills through playful challenges requiring creativity and cooperation.

General framework: Students from our Erasmus + exchange are from Belgium, Finland and Italy. They have never met each other. So these activities were performed on the first day of school of the exchange, in order to help them get to know each other and overcome their shyness. They were essentially icebreaking activities. Older pupils from the school, who study English in a language immersion program, were in charge of the workshops (in the morning) and were team leaders in the scavenger hunt in the afternoon to prevent younger and foreign pupils from being lost. Their practical use of English was also put to the test in a real life experience.

Cross-curricular subjects involved: Art, Physical Education, History, Biology

Material needed to develop the activity:

For the soft pong: a large table, reusable cups, a ping pong ball and a ping pong paddle

For the Who's who: cards with names and / or pictures of famous people

For the blind test: a computer or smartphone and a high speaker

For the brain rot quizz: a tablet computer or a computer

For the dancing activity: a big screen, a computer, a projector and the programme "Just dance" or something similar

For the running activity: a scarf and a whistle

For the scavenger hunt: good shoes, good eyes and one smart phone per team

Timing:

The ice breaking activities should be workshops during one morning (about 100 minutes), and every group attends to every activity (they take turn). So every activity is more or less 15 minutes long.

The scavenger hunt lasts around 2h30.

Groups:

Groups of 8 pupils maximum, 2 from each country + 2 older team leaders from the host country. Two teachers should follow each pupils group during the scavenger hunt. For every activity, the composition of the groups should be different.

Procedure to develop the activity:

In the morning, students are gathered into small groups of 2 Finnish students, 2 Belgian students and 2 Italian students. They receive a mark sheet with all the activities and they get marks for every activity. The group with the higher marks receive some chocolates as a reward. Older Belgian pupils are coaching the activities or workshops: they explain the activities to the Erasmus + students, demonstrate if necessary or organise the activity and then they give marks to the teams. A teacher is the master of the time, controlling that every 15 minutes, the groups switch to the next workshop and complete all of them.

The soft pong: it is a game of ping pong where students don't play against each other but should aim at water cups. When your ball lands in a cup, you drink it, and your team should finish to empty all the cups as fast as possible.

The Who's who game: "coaching" students have cards with names and / or pictures of famous people and the exchange students must guess as fast as possible the highest number of stars. They have to take turn asking questions about the celebrities.

The blind test: exchange students must recognize the highest number of music and songs from a selection including famous hits from Italy, Finland and Belgium.

The brain rot quizz: the "coaching" students show images of famous brain rot to the exchange students and they have to give a maximum of the names of these AI creations.

The dancing activity: on a big screen, the coaching students pick a famous choreography and perform it once or twice with the exchange students. Then the exchange students have to perform it on their own and they receive marks for the quality and the enthusiasm of their performance.

The running activity: it is a physical but also strategic activity. The exchange students take turn against a "coaching" students: they have to run in the middle of a circle, grab a scarf that is on the ground and then run back to their team mates without being touched

by their opponent. The number of winners determine the marks. It is a famous youth movement activity so European pupils are used to it and usually enjoy it a lot.

In the afternoon there is a giant scavenger hunt across the center town of Beauraing, including stops at the pilgrimage center, cultural center, main church, main square and the wonderful park of Beauraing and its small castle. The teams are composed of different students but following the same principle. They have a limited time of 150 minutes. They have an app with a scavenger hunt game called "Actionbound" and they have to answer questions, take photos, do exercises, sing their national anthems, scan QR codes hidden in the landscape, answer to poll surveys, etc to complete the game.

Competences and skills to be acquired:

- Communication skills: encouraging pupils to interact, listen and express themselves clearly.
- Social and interpersonal skills: building trust, cooperation and positive group dynamics.
- Intercultural competence: fostering openness, respect and curiosity towards other cultures.
- Teamwork and collaboration: working together to solve problems and achieve shared goals.
- Self-confidence and initiative: helping pupils engage actively in a new, multilingual context.
- Adaptability: learning to adjust to new peers, rules and learning situations.

Pictures:





Pitfalls and strengths:

The strengths:

- **Rapid group bonding:** helps pupils feel safe, welcome and connected from the start of the exchange.
- **Active engagement:** learning becomes playful and motivating through movement and interaction.
- **Authentic communication:** pupils use a foreign language for real purposes, not just in class.
- **Intercultural learning:** differences are experienced positively through cooperation.

- Inclusive participation: varied tasks allow pupils with different strengths to contribute.
- Positive learning climate: reduces anxiety and creates openness for further collaborative work.

The pitfalls:

- Language barriers: some pupils may feel less confident communicating in a foreign language.
- Unequal participation: more confident pupils may dominate while quieter ones stay passive.
- Cultural misunderstandings: different habits or communication styles can cause discomfort if not addressed.
- Lack of debriefing: without clear guidance and reflection, soft-skill learning remains implicit.