# How can students become knights?

# Get curious

Video/Slide show

Watch a video about coats of arms.

### Get going

Creative expression

#### Each student creates one's own coat of arms.

The students create their individual coats of arms that will characterize each of them as an individuality as well as a member of the class group.

In the past the coat of arms were the signs of knights. Contemporary image of a knight appears as a noble warrior fighting in defense of the weak and the oppressed. They are pictured as the people acting accordingly to the specific set of rules.

Presenting results

#### The students present their coat of arms.

When the coats of arm are ready the participants sit down together in a circle. Each person shows his or her coat of arms and discusses it in front of the team. Other members have the opportunity to ask questions during the presentation in order to get to know their teammate better.

Brainstorming

#### Find the strengths of your class.

Once all the coats of arms have been presented, draw a circle on a sheet of paper and write: "POWER OF OUR CLASS" in the middle.

Consider together what makes up the POWER of your class.

Write in the circle down all the ideas.

Presenting results

#### Make the wall presentation of the power of your class.

Hang "the Circle Of Power" and all the coats of arms on the wall.

The presentation will remind you how diverse and full of talents your class is. See how you can help each other.

Movement game

#### Form a star together.

Students work in 5 people teams. Their task as a team is to make a five-pointed star from a rope tied into a loop.

Video/Slide show

# Students discuss pros, cons, difficulties and opportunities of teamwork.

When the teams finish the task, discuss their teamwork.

- How did you feel about your work?
- Who was responsible for what?
- What helped you to achieve your goal?
- What made it difficult for you to complete the task?
- What did you observe during the experiment?
- What surprised you?

## Get practicing

Brainstorming

After collecting the conclusions from the previous activity, develop the "Rules of Teamwork". It should be a collection of the ideas, expectations and norms that the students find important in their everyday teamwork.