

**Practical Activity 4:** Colours – Game meant for the stimulation of social inclusion

**Description of the Practical Activity:** A circle is made and each kid receives a colour token (each one gets a different colour). The tokens are held by the kids on their own forehead and they can each see the colours of all the others, except one's own. They have to form groups based on the colours they represent. The game is conceived for school aged kids, but could also be applied successfully at a lower difficulty level to kindergarten kids.

**Link to file to be downloaded:** [http://www.greenbees.fr/IMG/pdf/20\\_Inclusion\\_exclusion-2.pdf](http://www.greenbees.fr/IMG/pdf/20_Inclusion_exclusion-2.pdf)

**Do's and Don'ts on how to deal with children:** It is very important that no kid should be left aside during the game. After the end of the game, the following key questions are recommended: "How did you feel once you found a group to enter?" "How did you feel when you realized that you could not find a group to enter?" "Have you encountered other situations in which you felt quite similarly?"

**Example:** <https://owlcation.com/academia/Circle-time-games-and-activities-A-must-for-any-teacher>

