



BATTLE OF ELEMENTS “RESOURCE FILE”

A. AIMS & METHOD

1. AIMS

- To discover the place
- To experiment a tool
- Group dynamic
- To get to know each other

2. METHOD

The method is active in the way that the participants have to discover a certain area and they have to search on their own to fill out the grid.
To reach the aim, we use different Rally or city walk.

Key words

*Keep the mind open.
Think on how to use it afterwards*

3. TOOLS

- Flipchart
- Markers
- Pen and paper
- The Behave grid
- Map of Curtea de Arges
- Pictures of the places that they should visit
- Plastic bag (for the items they pick)
- Imagination...

B. PROCESS DEVELOPMENT

Practical

The four-groups search during 2 ½ hours
The groups have 20 minutes to finalise the grid
The presentation of the elements last for 25 minutes
The evaluation last for the last 15 minutes



The participants are split in-groups of 4 (6 people in each group). They are given a map of the City and 4 pictures of different areas of the place you want to discover. So the participants have 4 places that they have to visit and 4 they can choose. They are to look for elements interacting between nature and human. The task of the group is to bring back 4 elements (at least) that can be an object, a drawing or a report that they feel presents the place, and from each of the places they visited. This element is a symbol or description of the place they have been to.

When they come back, the different groups are presented a grid, and they get 20 minutes to put the four elements in the “BEHAVE” grid. The trainer have to explain the BEHAVE grid when they give it to the groups and the trainers have to circulate in the groups to help them place things, this is a critical part of the game, as if they do not understand the meaning of the grid they will be lost in the game. That means that they will place the element where they think there is interacting between the four categories.

Then the groups present their findings (the elements) and their idea of where to place it. When one group has presented the place, another group takes over and presents their place; one trainer will be in charge of placing the group’s areas on the grid on a flipchart.

In the end, the trainer sum up the point of the groups, the group who managed to place fill in most of the grid has won.



C. GRID OF INTERACTION BETWEEN HUMAN AND NATURE

See next page

Instructions to the BEHAVE grid

The grid works as priority grid, if you have been to the factory and you think there is an interaction between Human and Economy, and you mean that Human is the stronger of the two (because it would never be a factory without human even if you had economy.), then you will put it in the grid using the entrance by the row (human is first and then Economy).



BE Battle of Elements	H Human and history	A Art	V Vegetation	E Economy
Human and history				
Art				
Vegetation				
Economy				



D. DISCOVER RALLY: INSTRUCTIONS

You have been given a map of the City and 4 pictures of Curtea de Arges, of 4 places that you have to visit.

You are to search for elements interacting between: *human&history, art, nature, economy.*

The task of your group is to bring back 4 elements at least that can be an object, a drawing or a report that you feel presents the place, from each of the places they visited.

This element is a symbol or description of the place you have been to, the element you choose is not necessarily from the place but could be found along the road.

When you come back you will have to explain to the others where you find this element and why did you choose it.

You will have to put the elements you found in a grid (you will receive it when you arrive) and the group manage to fill most of the grid will win.

Your best tools are curiosity, imagination & philosophy.

Remember to take your break during the rally...