2026 ഒക്ടോബർ 10, ശനിയാഴ്ച

Time to Play and Connect

പങ്കെടുത്തവർ	12	ഫെസിലിറ്റേറ്റർമാർ	2
എവിടെ നടത്തിയത്	ഐക്യം സ്പേസ്, Fort Kochi Olimalar Foundation	ക്ലബ്ബ്	ക്യൂരിയോസിറ്റി ക്ലബ്

ഇൻപുട്ട്

സാമഗ്രികൾ
Games: UNO, Jenga, Dobble, Dominos, Snakes and Ladders, LEGO and Guess Who.
Newly purchased games alongside existing resources.

സമയം
1 മണിക്കൂർ

ചെലവ്
₹2,500

പ്രവർത്തനം

We begin our Curiosity Club with free play as children arrive. They choose games and building materials and play together, giving everyone time to arrive before we gather for the guided activity.

We had asked children what they wanted to play and added games based on their suggestions. They were excited to see their choices and began setting them up themselves. With six games going on at once, children could choose what interested them.

Two older children attending for the first time were initially unsure how to join in. Our facilitator invited them into an UNO game with others. As they played, they became more involved and helped explain the rules to younger children. The group later learned dominoes together too.

Another group prepared Guess Who for next week, helping each other when the setup became frustrating. Jenga, LEGO and Dobble were also very popular.

ഔട്ട്പുട്ട്

- 6 Games running at the same time

ഫലം

ആത്മവിശ്വാസവും ഉത്തരവാദിത്തബോധവും · ആശയവിനിമയം · Interpersonal relationship · ടീം വർക്ക്

Children took the initiative to set up their chosen games. They invited others to join, explained rules, shared pieces and took turns. Children played beyond their usual friendship groups, and quieter children began conversations through games. During the Guess Who setup, the group worked through frustration and helped each other finish.

(ഞങ്ങൾ നിരീക്ഷിച്ചത്)

പഠനങ്ങൾ

A personal invitation helped hesitant newcomers join in, and children supported one another with the rules. Shared games gave them time to get to know others and build connections. Asking for their choices encouraged excitement and ownership. We will continue involving children in choosing games and supporting them to welcome and help one another.

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