

Guess a Childhood Dream

The Purpose of the Activity

That the students get to talk to each other across the class and get informal knowledge about each other.

Description

- The class is divided into groups of eight.
- On small post-its, all students must now write what they dreamed of becoming as children (e.g. lawyer, chimney sweep, etc.)
- The notes are folded and mixed on the table.
- The students take turns to draw a note and guess who wrote the childhood dream.
- If you draw your own dream, you put the note back in the pile and draw a new one. The pile is mixed so that it is not clear what kind of note was left behind.
- The note is laid out in front of the student being guessed. No one can say anything until the end of the game.
- Students must not place a note in front of someone who already has a note in front of them.
- Finally, the students one by one reveal their childhood dream.

Practicalities

- **Time consumption:** about 5-10 minutes
- **Requirements:** Little pieces of paper for the students to write on.
- **Preparation:** None.