

Yes Game

The Purpose of the Activity

To highlight how much energy it creates when you are positive towards each other.

Description

- All students stand on the floor.
- The students must now walk around and approach each other with positive statements about the teaching they have just had. It can be in relation to each other, the form of teaching, the subject, the subject, something the others have said, etc.
- The student addressed may only say 'yes' (neither more nor less) to their statement.

Examples of Statements:

- "I think it was exciting to analyze that text about ..."
- "She was good at explaining it..."
- "What Lasse said in relation to... was well said."
- "It was nice that we all got to say something during the group work."
- "Viggo is wearing some nice shoes today."

Practicalities

- **Time consumption:** About 5 minutes
- **Requirements:** The activity requires that everyone can move around between each other.
- **Preparation:** None.