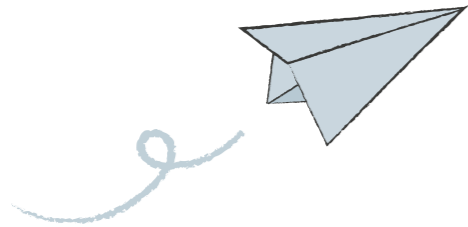


CHAPTER 3: COLLABORATION



COLLABORATION

Some people call this a soft skill, but if we're being honest, it's a hard one: collaboration.

Are you able to collaborate with others, work together, achieve something where everyone plays a part? It can be about organising a party, building a den, planning a trip, about coding a new computer program or composing a new pop song. It's an ambitious goal that requires several people - each one performing different tasks - to reach it.

Being able to collaborate with others, making sure everyone is working towards the same goal and ensuring disagreements are solved in a timely way, is a serious challenge.

You need to be able to listen to others and understand them! (Oh! Wouldn't that mean empathy and active listening could be helpful? I guess so! If you don't know what these two ideas are, have a glance at chapter 2...).

Imagine you'd like to build a plane.
Oh, even better,

a supersonic plane...

...A plane that goes faster than the speed of sound (which is 300 metres per second!!!). Imagine you'd like it to be big enough to transport, say, 100 passengers. You would need a lot of different people and skills. Designing the shape of the plane, developing the jet engines, building everything, assembling, testing...

To build the airplane and make it successfully fly in 1969, the workers had to be much more than just great engineers and fantastic experts. **They had to collaborate with strangers, find ways to understand each other and ensure that everyone was going in the same direction.**

That is exactly what happened in the 1960s, when France and the United Kingdom decided to build a Concorde together. This amazing plane was the first one of its kind: a supersonic airliner! Not only did the building of this plane mobilise a huge variety of skills: **it was a collaboration between two countries, with different languages, different cultures and different companies.**

During the following activities, you'll have the opportunity to experience collaboration with others. As with all activities in this booklet, the aim is not to "succeed" in them, but to experience and reflect: what did it make you feel? What was nice? What was uncomfortable, and why? In which areas do you think you could improve? Take the time to write about it in your diary.

"Collaboration is about teamwork, so a LOT depends on the team."

YOU MIGHT ALREADY HAVE EXPERIENCED THAT COLLABORATING WITH A VERY GOOD FRIEND OR SOMEONE ELSE CLOSE TO YOU, CAN BE QUITE EASY. WHEN THERE IS ALREADY A PROXIMITY, A COMMON LANGUAGE, SIMILAR IDEAS AND SHARED INTEREST, IT'S NOT FRIGHTENING AT ALL TO COLLABORATE. EVEN THOUGH YOU MIGHT ENCOUNTER SERIOUS DISAGREEMENTS AND EVEN CONFLICTS, A STRONG FRIENDSHIP OFTEN HELPS TO SOLVE ISSUES AND MOVE ON.

NOW, WHAT HAPPENS IF YOU NEED TO COLLABORATE WITH SOMEONE WHO IS NOT A FRIEND? LIKE SOMEONE OF A VERY DIFFERENT AGE, WITH DIFFERENT VIEWS OF THE WORLD, DIFFERENT HABITS, DIFFERENT KNOWLEDGE AND DIFFERENT EXPERIENCES...



ACTIVITIES

For the next activities, gather a few people: friends, family members, anyone who wants to play with you. You can play with just one friend, but try also with more people and people you don't know so well.

It gets trickier and funnier when more people join in!



A TOWER OF SHADOWS AND SHOES

IF IT'S A SUNNY DAY, GO OUTSIDE WITH YOUR FAMILY OR FRIENDS AND OBSERVE YOUR SHADOWS. NOW, CAN THE WHOLE GROUP MAKE ONE UNIQUE SHADOW? YOU DID IT? GOOD.



When you make a giant shadow or an immense shoe tower, don't forget to take a picture!

Let's go for a challenge:

What is the longest shadow you can make together?
Try and experiment with everyone's ideas... And if it's a rainy day, move inside and take off your shoes. Now, try building one tower together, using only your shoes! How tall can you make it?

Once again; discuss, experiment, collaborate!



WALK AND... STOP!

FOR THE WALKING GAME, YOU CAN USE A ROOM OR AN OUTSIDE SPACE, LIKE A PARK. EVERYONE MAY WALK IN DIFFERENT DIRECTIONS, AT A DIFFERENT PACE. **THE GOAL IS TO STOP WALKING EXACTLY AT THE SAME TIME.** IT MAY BE TEMPTING TO SAY "STOP!" OR TO CLAP YOUR HANDS TO ENSURE EVERYONE STOPS, AND YOU MAY INDEED TRY THIS TO START WITH.



However, the activity becomes interesting when you are not allowed to speak or to signal to the others that they should stop. **Then, the group can only succeed if everyone pays a huge amount of attention to the others, and tries to "feel" when everyone stops.** It will likely take you several attempts and a great deal of concentration before you make it!

COLLECTIVE STORY TELLING

CAN YOU AND YOUR FRIENDS OR FAMILY TELL A STORY TOGETHER? TRY ELABORATING ON A SIMPLE STORY: WHO ARE THE MAIN CHARACTERS? WHAT IS THE MAIN ISSUE? WHAT IS GOING TO HAPPEN TO THE CHARACTERS?



The challenge in that activity is that you all have to contribute to the story, and most of all that you cannot say "no" to anyone else's suggestions. **If someone has an idea that's stupid in your opinion, you cannot refuse it!** You have to find a way to incorporate it in your story, to build on it so that it does not ruin everything...

QUICKLY KILLING YOUR CHARACTERS IS **NOT AN OPTION!**



However, everyone must try to make the story as good as possible!

VOLUNTARILY RUINING THE STORY IS **NOT AN OPTION!**

