



THE WIND TAKES YOU

ACTIVITY SPECIFICS:

Tool type: Movement Activity

Our inspiration: Non-formal and Inclusive Learning Practices

Format: Offline

Time needed: 10-15 min

SET-UP

Number of participants: 6-25

- Open space for safe movement
- Chairs arranged in a circle, with one additional chair positioned in the center
- Optional: a list of example prompts

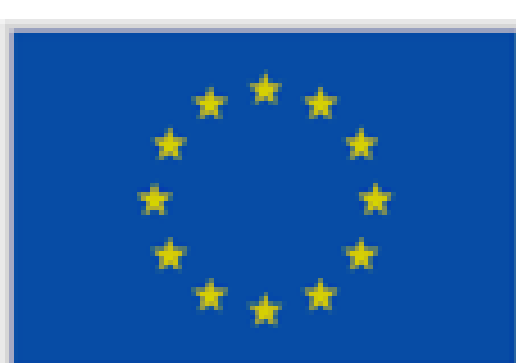
Focus (SLD topic)

- Social interaction
- Attention and listening skills
- Quick reaction and engagement

ACTIVITY OVERVIEW



An interactive movement-based activity that combines quick thinking, active participation, and social interaction. The game follows a simple set of rules: when a statement applies to them, participants must quickly move to a different seat, as returning to their previous seat is not allowed. The participant left without a seat moves to the centre and creates the next prompt. Every five rounds, the facilitator introduces a Theme Round (e.g., hobbies, personal strengths, learning preferences, emotions, or teamwork). Participants vote for the most creative prompt, and the creator receives one point. These mechanics introduce progression, encourage creativity, and add a light element of friendly competition while maintaining the game's inclusive focus. As the activity does not involve reading or writing, it reduces pressure for participants with SLDs and remains accessible to diverse learning needs. The game can be easily adapted to different group sizes and contexts, making it an effective icebreaker that strengthens inclusion, group cohesion, and a sense of belonging.



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INSTRUCTIONS / STEPS

1. Arrange the chairs in a circle, ensuring there is one fewer chair than the number of participants.
2. Ask one participant to stand in the centre of the circle.
3. The participant in the centre says:
4. "The wind takes those who..." followed by a statement that applies to some members of the group.
5. Example: "The wind takes those who enjoy drawing."
6. Everyone to whom the statement applies must quickly stand up and move to a different chair. Participants may not return to the chair they were previously sitting on.
7. The participant left without a chair moves to the centre and creates the next prompt.
8. Continue the game for five rounds, encouraging participants to create respectful, inclusive, and varied statements.
9. After every five rounds, the facilitator announces a Theme Round. All new prompts must relate to the chosen theme (e.g., hobbies, personal strengths, learning preferences, emotions, or teamwork).
10. Once the Theme Round is completed, participants vote for the most creative prompt. The participant with the most votes receives one point.
11. Continue alternating between regular rounds and Theme Rounds until the activity ends. The participant with the highest number of points at the end of the game is recognised as the Most Creative Storyteller (or another positive title chosen by the facilitator).

