

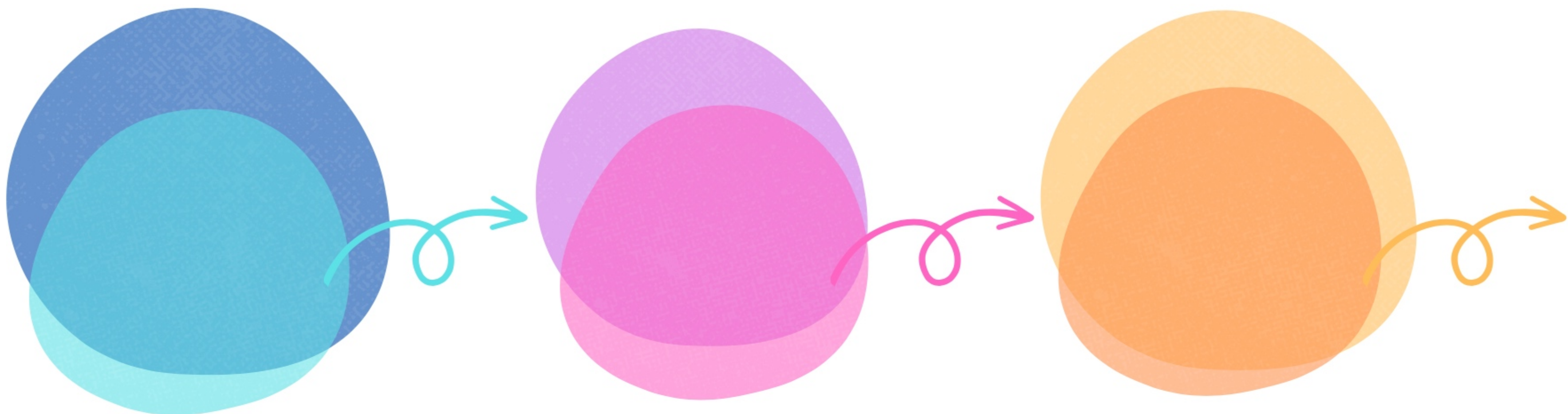


# "THREE-POINT SHOT"

by Innovation Office



Funded by the  
Erasmus+ Programme  
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Everybody takes a chair  
and finds their place in  
the space.

Takes a seat and makes a  
ball from the paper that a  
teacher distributed.

The teacher places a  
bucket in the classroom  
in such a way that the  
chance to "make a goal"  
varies.





EVERYBODY  
THROWS THE BALL  
TO THE BUCKET!  
(while sitting)




DISCUSSION:





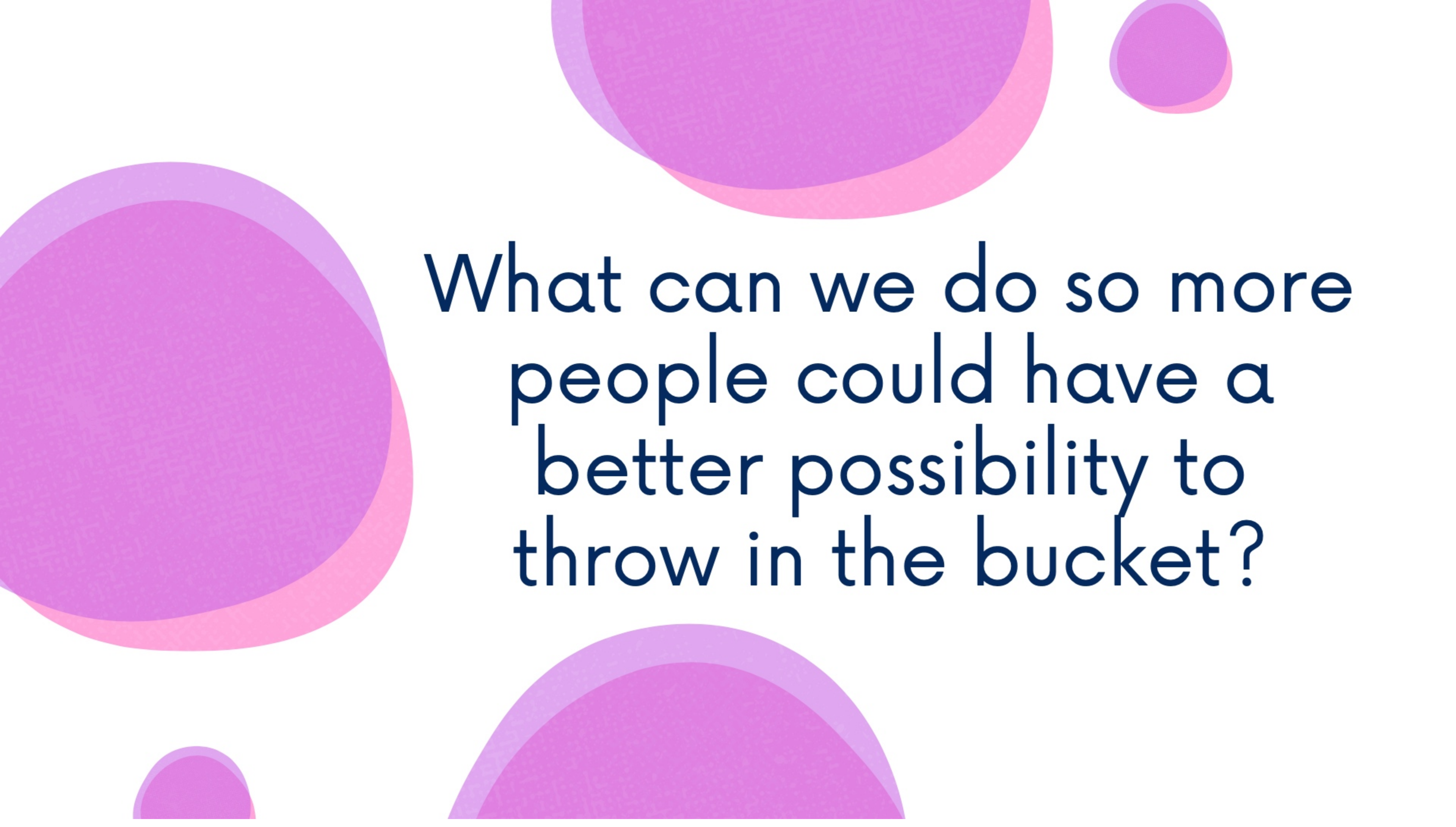
How were you  
feeling when the  
bucket was out of  
reach because of  
the place you had  
chosen?



The image features several overlapping circles in various shades of blue (light blue, medium blue, and dark blue) on the left side of the frame. The text is positioned to the right of these circles.

When you were closer  
to the bucket and it  
was easier for you to  
"make the goal", were  
you thinking about the  
people who were too  
far away?



The background features several overlapping circles and semi-circles in shades of purple and pink. A large circle is on the left, a smaller one is at the top right, and a semi-circle is at the bottom center. There are also some smaller, fainter circles and semi-circles scattered around.

What can we do so more  
people could have a  
better possibility to  
throw in the bucket?

How can we compare  
this situation with real  
life? Especially in the  
field of STEAM?





What kind of life  
lessons this task  
hides?







# THANK YOU!



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