



EN (IO)

- Basic
- Awareness

## Three-point shot

• Awareness	
TYPE OF THE ACTIVITY	Game;
DURATION	15 minutes
TEACHING AID	<ul> <li>- A paper for each participant;</li> <li>- 1 bucket;</li> <li>- Chairs (or benches) for each participant;</li> <li>- A room / classroom / comfortable space.</li> <li>- Canva slide show with questions for the discussion (added additionally).</li> </ul>
SUMMARY	The aim of this activity is not to give some knowledge, but rather to get the feeling of inequality, that usually women can experience in the field of STEAM. It creates a possibility for the growth of empathy, and emotional intelligence, and a safe space for reflection and discussion, which is the key part of this game.  *It's suggested to follow up this game with another activity that gives more context to the inequality of gender in STEAM.
TEACHING PRACTICE (STEP BY STEP)	<ol> <li>FIRST PART:         <ol> <li>Tell everyone to pick a chair in the classroom / room and sit where it feels the most comfortable;</li> <li>When everybody is seated, give each of them a piece of paper;</li> <li>Give them instructions to make a little ball out of it.</li> </ol> </li> <li>Put the bucket in a corner of the classroom, so some students sit closer while other are further from it.</li> <li>Ask the participants to throw the ball in the bucket.</li> <li>Count how many and who succeeded.</li> </ol> <li>SECOND PART Discussion:         <ol> <li>Held a discussion with students. Questions for the discussion are added in the additional file.</li> </ol> </li> <li>After the discussion, the activity can be repeated by changing the seats.</li>
SOURCE	The frame of the activity is taken from the project that Innovation Office participated in ("Challenged Erasmus+ Youth Project. Metodika su jaunimu dirbantiems asmenims. Išūkių valdymas nuo problemos iki iššūkio ", 2022).

Website: https://esoc.uji.es/