





Interactive game to reflect on the values of our outdoor sport experience and the importance of nature or social components.



Learning experience



Topic

Awareness, values and responsibility



30 – 45 min depending on group size



Participants

- know about the values in "their" outdoor sport
- understand other people's values and broaden their perspective



Suitable for outdoor sport instructors (and course participants)



Practical sessions
Theoretical lessons



Outdoor F2F Indoor F2F (Digital)



Materials needed

Printed cards with values for each group (and dice)







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Preparation

Participants are grouped into sub-groups of 3-6 persons and get a set of cards and a die per group. All cards are laid out openly.

The values can contain the following but of course can be adjusted to your sport audience, age range of participants etc.

- 1. Nature experience / beautiful nature
- 2. Good company
- 3. Competing with others
- 4. New equipment
- 5. Up to date / new clothes (looking good ©)
- 6. Personal safety equipment and medical backup system
- 7. Car parking
- 8. Shops nearby
- 9. Restaurants and Catering
- 10. Public transport
- 11. Good signs and easy access
- 12. Inclusive sport infrastructure (e.g. accessibility to disabled)
- 13. Services like info points, rental service, guiding etc.
- 14. Built infrastructure like clubhouse, benches etc.
- 15. Good sport infrastructure like trails and built sport related elements
- 16. Challenging natural sport elements/situations like perfect waves, stable wind or slope gradient
- 17. Instagrammability
- 18. Cultural experience
- 19. Animations like built viewpoints etc.
- 20. Easy beginners and kids opportunities (sport related)
- 21. Opportunities for non-sport practitioners (e.g. for family and kids)
- 22. High quality accommodation
- 23. Exotic destination
- 24. After-sport (night)life
- 25. Skills development possibilities to train and improve

additional options:

- Sports community
- Health oriented sport offer
- Events







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Activity instruction

The educator explains the goal of the game, which is to find out what is really important for our personal outdoor sport experience (it is really important to point out that personal interests and living situations are taken as decision criteria; decisions do not have to take into account what is important for destination development, societal needs, inclusion etc.).

The dice are rolled in turn. After each roll of the dice, the group must decide together which cards they sort out according to the number rolled. The decision should be made based on personal preferences and values of the group. The cards that get sorted out are being pinned to a flipchart or laid aside. The order in which the cards get sorted out must remain visible. The dice are rolled until only three cards are left.

The small groups then present their results to each other and exchange about their values and decision-making.

Reflection and discussion

For a reflection, you can gather all groups and make them show their top three. It is very likely that nature experience plays a central role and is represented in all groups.

The facilitator can now support the discussion and a reflection on values:

- What items did cause a lot of discussion within your group?
- What is most important in our outdoor experience?
- Is this importance represented accordingly in the course structure and our teaching content and methods (with a group of instructors), in our planning of the activity, in the respect and care we have for our natural resources?
- How would participants of other sports/cultures decide?
- How might the values change with age, family situation etc.?
- What might your course participants value most?







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Potential Variations

- the number of cards that get sorted out is fixed: 6 in the first round, 5 in the second etc. until only the three most important ones are left over – you will get a pyramid of values (easiest with 24 cards, if you have more you can do one number twice)
- the group gets the task to build groups of values and to assort and classify the cards according to their value without rolling the dice. This can also be done in a second step.
- you can reflect on how the values change with the duration of your outdoor experience (day trip, short trip, holidays)
- you can also reflect how the values might change within lifespan



Key words

#values and attitudes



Source

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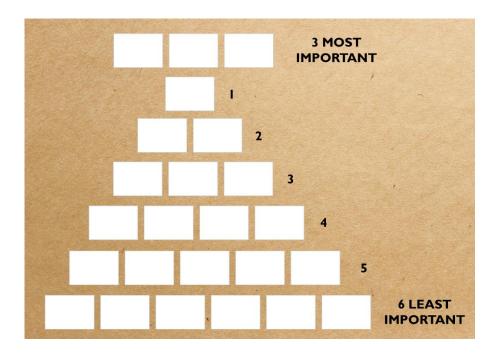
Materials

Cards of values

(provided as printable resources)



Example values pyramid with set of 24 cards (fixed number of cards per round)











Good company / Family and friends





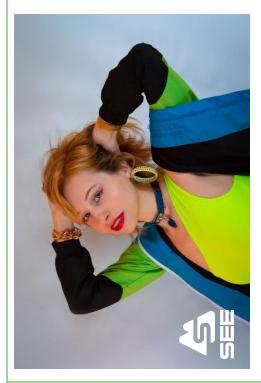
New equipment

Competing with others





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Up to date / new clothes (looking good ◎)



Personal safety equipment and medical backup system







Shops nearby





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Restaurants and Catering



Public transport



Information, good signs and easy access



Inclusive sport infrastructure (accessibility to disabled)





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Services like info points, rental service, guiding etc.

Good sport infrastructure like trails and built sport related elements



Built infrastructure like clubhouse, benches etc.





Challenging natural sport elements/situations like perfect waves, stable wind, quality rock or slope gradient





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Easy beginners and kids opportunities (sport related)

Animations like built viewpoints etc.

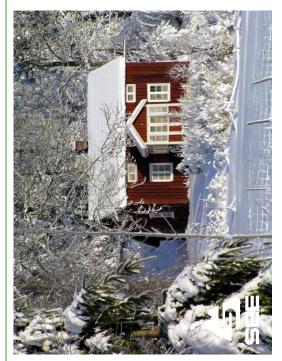




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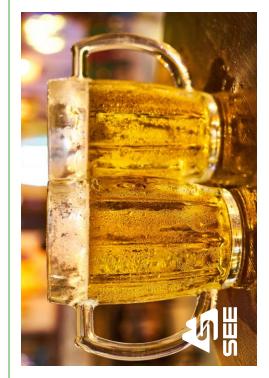


Opportunities for non-sport practitioners (e.g. for family and kids)



High quality accommodation





After-sport (night)life





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Health oriented sport offer



Skills development - possibilities to train and improve



Events (Picture: alex 4663 on pixabay)

Add values if necessary