



NAVIGATING SPACE

An alien simulation game

WORKSHOP OVERVIEW

Participants will:



Learn problem-solving tools



Work through communication barriers



Practice negotiation

Workshop Description:

- In this workshop, participants will adopt characteristics of an alien species. In this simulation game, each planet has specific customs, norms and communication tools that participants must abide by and use with other alien groups to get what they need. Together the group may discuss how communication impacts interpersonal relationships, miscommunication and misunderstanding, negotiation, expectations within society, and equity.

Workshop Outline:

1. Introduction
2. Simulation Game: Participants adopt different cultural norms based on their planet's customs and negotiate with other planets to get what they need
3. Debrief and conclusion: Participants will reflect on the challenges and key learnings from this team building game through facilitated discussion

Ontario Curriculum Connections:

- If desired, each lesson can be adapted to align with the Ontario school curriculum in the following subjects
 - Language
 - Social Studies
 - Health

TIME

- 60 minutes

AGE LEVEL

- This activity was designed for grades 5 and 6, but can be adapted for specific age groups

SET-UP

- This workshop requires an open space

ACCESSIBILITY

- This activity requires standing and movement