

## Key moments: A method for getting to know each other and cooperation

### Game instructions and procedure

The method is divided into two parts. There should be enough time for both parts. A game leader in the usual sense is not necessary. It is possible to separate the storytelling and game parts.

#### 1. Narrative part

The puzzle pieces are in the game bag. Each person takes at least one piece of the puzzle until all the pieces are taken. Now everyone looks for a motif on her/his pieces that reminds her/him of an situation/experience that should be shared with the whole group (in the form of a story).

After a short reflection period (max. 2 minutes), one person starts to tell the story. All the others listen. Once a story is finished, the next person follows with her/his story. Stories can be told in turn or across the board. As soon as each person has been able to tell a story, the storytelling part is over. The puzzle pieces remain with the storytellers.

#### 2. Game part

*(Whether you play directly afterwards, after a break or only the next day depends on the duration of the previous narrative part).*

The group's task is to puzzle all the pieces together to form one big whole. Each person should only touch and move the puzzle pieces that he/she has drawn beforehand. When the puzzle is complete and correctly placed, everyone is allowed to congratulate themselves for successfully completing it and thank each other for the stories they have heard.

*(Often there is still a need for discussion afterwards. All motifs can now be seen. New associations and memories arise or specific questions about a story still want to be asked).*

### Variations

- Time limit: The story should have happened in the last 5 years, for example.
- Future: The story should be a wish that is yet to come true.
- Lying baron: The listeners should guess whether a story is true or a lie.
- Neighbourhood: The neighbour determines the symbol for which a story is to be told.
- Silent: A ban on talking can be imposed during the puzzle.
- Typical: The chosen pictogram represents something typical of the person telling the story, e.g. a hobby, a passion, a characteristic,...
- Attention: While telling the story, you made sure that each person only sees his/her piece of the puzzle? Then you can test the memory of the group. To do this, collect all the pieces of the puzzle and lay them out on a table in an unordered way for everyone to see. Now the pieces are to be reassigned to their original owners without them saying anything about it. Reasons should be given for each assignment. (e.g. "This puzzle piece has a cutter knife on it. It belongs to Anna because she told us that she met her boyfriend in a carpet shop.)

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| - Actors: 2-20                       | - 123 motifs              |
| - Story time: 1 minute per person    | - 25 puzzle pieces        |
| - Puzzle time: approx. 10-20 minutes | - Puzzle size: 40 x 40 cm |