

NAME OF ACTIVITY	<b>DOLPHIN 1. (IN PAIRS)</b>				TYPE	SHORT FORM
FUNCTION	Introduction to Sign communication   Cooperation with a partner   Inclusion in the situation   Active involvement and presence   Monitoring   Impulse transmission and reception   Creativity   Partner change   Positive feedback					
DESCRIPTION	<p>Participants are divided into pairs. The activity leader and the co-trainer present the task together. One of them guesses a task for the other (this should be a simple activity with some available object, for example, pick up a pen from a table in the room or sit on a chair). The trainer does not tell the task to the partner, but only evaluates his partner's activities with positive feedback. The other guy, the Dolphin, has to figure out what his job is. The Dolphin can start any activity in the room by closely watching the “tamer” to see when he will receive positive feedback from the trainer (this could be a sound or, in the case of Deaf participants, a visual sign, like applause in SL). If the Dolphin is heading in the good direction, he’ll get feedback. If he doesn’t start in the right direction, there’s no feedback (the game differs from a cold-warm game in that there’s no “cold” but just “warm”). The Dolphin needs to be creative and keep trying all sorts of directions and activities until he gets confirmation and finally finds his job. After the presentation, participants will try wordless dolphin training in pairs (both members of the pair in both roles).</p> <p>For beginner or young groups, the facilitator directs the process and can help couples if they are not creative enough to come up with activities or if the reinforcement is not clear.</p>					
ELIGIBLE COMPETENCIES, SKILLS, ATTITUDES	Importance of positive feedback   Partner work   Cooperation in a complex task   Working with a partner different from you   Wordless communication					
RELATED GAME OR BACKGROUND GAME	Not a beginner's game. The group participants already need to know each other					
FORM OF WORK	PLAYTIME	AGE GROUP	TOOL OR STARTING POINT	DIFFICULTY LEVEL (1-5)	OTHER	
Whole group	25-30 minutes	Over 12 years of age	-	3	<p>If the practice works well: swap. Try it with a new partner!</p> <p>In integrated groups, a very good sensitization process can start with deaf-hearing pairs</p>	