



### Targeted Audience

children and youngsters

### Practical Setting - Context of Activity

- Labour Market
- School Environment
- Community Work

### Linked Stop of VALUE Roadmap (IO1)

- Self Management
- Think outside of the Box
- Can Do Mindset
- Enrichment
- Making it Happen
- Roadblocks
- Transition


### Type of Activity (IO2)

Life-line mapping


### Other Information

 **purpose: persistence**


 **Time: 30 minutes**

 **group size: 10 – 30 people**

⇔ **required space: Space for people to sit comfortably in small groups and use the painting materials together**

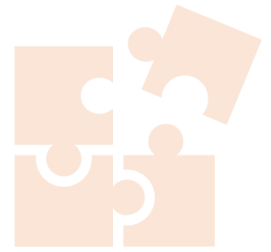
 **material: Drawing sheets (1 sheet per person), pencils, crayons, colored pencils, ...**

✓ **preparation: Divide up the painting materials so that each small group gets a pack of materials that the youth can use together.**

 **Extra advice for implementation:**



## Show Cased Mini Project „Target Puzzle“



**Chosen process for implementation:**

- 1. Divide the youth into small groups. They use the painting materials together, but work independently.**
- 2. The youngsters are given 15 minutes. They should draw what they want to become one day; plus anything that helps them achieve their goals (people,...).**
- 3. When the drawings are finished, explain that every person has to face difficulties in order to achieve their goals.**
- 4. The young people should now cut their drawings into 7 irregular parts. This makes it clear that big goals can be broken down into smaller goals in order to achieve them.**
- 5. Increasing the puzzle pieces increases the difficulty of the game.**
- 6. Have the youngsters concentrate and put the pieces of the drawing back together as quickly as possible.**
- 7. Once the puzzle is put together, have the youth reshuffle the pieces and put the puzzle back together. The process is repeated 3 more times.**
- 8. Questions at the end: What was different when you put the puzzle back together for the fourth or fifth time?**

**Message of the game:**

**In this game, the youngsters learned two things:**

- 1. You can break down your goals into smaller, achievable goals.**
- 2. Every task becomes easier with constant practice. This makes it easier for you to achieve your goals.**

