

# Care to Tell? © Team-building workshop

Length:	4 hours
Venue:	Your premises
Calendar:	TBA
Group size:	From 5 to 12 persons
Target audience:	Everyone
Educators :	Marine Pansu/ Laurence Moss
<b>Language :</b>	<b>English only</b>

Care to Tell? © is a board game that enables an accessible and collective approach to the subject of sexual and gender-based violence in a safe environment.

Its aim is to break the silence and deal with these situations in a constructive and empathetic way.

Care to Tell? © brings people together around a subject of global and cross-cultural impact, and forges unifying moments of sharing.

Visit <https://www.solidaritesjeunesses.org/projetstransversaux/givelab> for information on the project and to upload the game together with instructions.

## Overall pedagogical objective

Talk about sexual and gender-based violence and examine, as a team, the various possible action plans at individual and collective level leading to an improvement in the treatment of the situations mentioned.

## Specific pedagogical objectives

---

1

- Learn to put into words situations of sexual and gender-based violence
- Discover together the means available for joint reflection
- Develop active listening, empathy and communication skills
- Improve team cohesion

## Teaching method

- Care to Tell ? © board game [Download game here](#)
- Adaptability
- Active listening and caring environment
- Collective intelligence facilitation

## Programme

- Presentation of the topic and game
- One or two rounds of Care to Tell?©
- Discussion on SGBV
- How to improve communication
- End-of-activity review