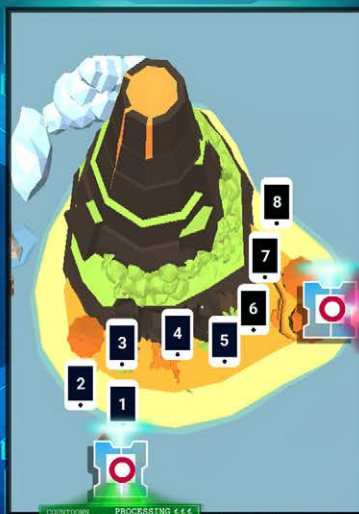


CHALLENGE 2

Your challenge is to work your way through Skull Island. Find the phones. Complete your mission log and report back to Soportar.



COUNTDOWN PROCESSING e.e.e
EXIT HERE

COUNTDOWN PROCESSING e.e.e
YOU ARE HERE

CONTINUE



CHALLENGE 2 - SKULL ISLAND

PUPIL SHEETS

1 Copy/
Pupil (excls.
Peer Team)



PUPIL OVERVIEW

Your Challenge is to explore Skull Island and find the 8 phones and unlock the collectible. This Challenge is about **effective communication**. Venture owners communicate with many people such as sales teams; marketing; advertisers; customers; suppliers; web designers; other directors; market leaders; branding, and; stakeholders. People typically think



of communication as speaking, but effective communication involves speaking and listening.



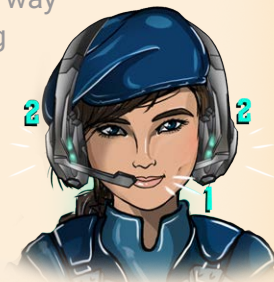
Effective communication is like a radio or smart phone, speaking is like transmitting and listening is like being on 'receive'.

Effective communication involves two actions; active listening and paraphrasing.

Active listening is about letting the other person speak and listening to what they say. Paraphrasing is a way to check the meaning and make sure the message is understood.

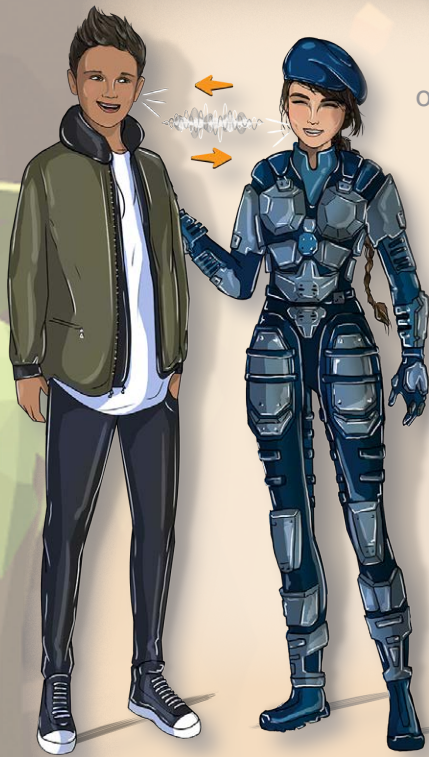
Effective communicators use their ears and mouths in the ratio 2:1 and focus on active listening and paraphrasing.

The Zeeko Creative Problem Solving Process is (i) a way to come up with ideas to solve a challenge, and (ii) a way to check if the ideas are good or bad and why they might be good





CHALLENGE 2 - SKULL ISLAND



or bad. The word for **coming up with ideas** is called **ideate**. The word to **check if ideas are good or bad** is called **evaluate**. Remember Bruce's Barber Shop and Bruce's automatic scissors? That was a wild idea. There are 3 tricks to help create new ways to do jobs for customers:



- **Build on the ideas of others** with active listening and paraphrasing.
- **Defer evaluation**, don't think/say if the idea of your classmate is good or bad.
- **Aim for loads of ideas**, like loads of stars in the aerial shell of a firework.

HERE ARE THE KEY MESSAGES

- Effective communication involves listening and speaking.
- Effective communication means using ears and mouth in the ratio, 2:1.
- Effective communication involves active listening and paraphrasing.
- Active listening involves letting the other person speak and listening to what they say.
- Paraphrasing is a way to check the meaning and make sure the message is understood.
- Ideation is about coming up with ideas.
- Evaluation is about checking if ideas are good or bad, and why the ideas might be good or bad.
- There are 3 tricks to help create new ways to do jobs for customers:
 - **Build on the ideas of others.**
 - **Defer evaluation.**
 - **Aim for loads of ideas.**



CHALLENGE 2 - SKULL ISLAND



CLASSROOM INDIVIDUAL ACTIVITY 1

Work in pairs. Answer the questions below. Create ideas for your 'wild idea' jacket.



Would it have a zip, buttons, velcro or something else?

What would it look like?

Will it be red, green, or something else?

Would it have a heater?

What shop would you sell it in?

Oops, maybe you will not sell it in a shop?

Create a picture below by connecting all your ideas together. What did you end up with?



CHALLENGE 2 - SKULL ISLAND

FEEDBACK SHEET

Enter the date

____/____/____

Enter the team members' names of today's Peer Educators

TEAM MEMBERS ARE:

On your own answer yes or no to each question below. Then add up the score.

Success Criteria	Achieved? (Y/N)
Everybody in the presenting group contributed.	<input type="text"/>
Peer Educators tried to speak clearly.	<input type="text"/>
Peer Educators tried to sound enthusiastic.	<input type="text"/>
Peer Educators tried to stimulate discussion amongst the rest of the class.	<input type="text"/>
Peer Educators tried to encourage each group to feedback their thoughts / comments.	<input type="text"/>
TOTAL YES: <input type="text"/>	TOTAL NO: <input type="text"/>

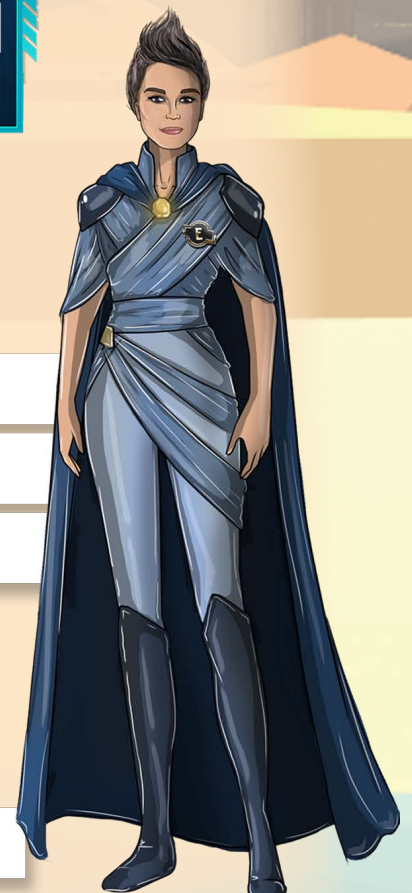


In your groups, list 3 things today's team did well.



In your groups, note one item that would make the presentation even better if.

--





CHALLENGE 2 - SKULL ISLAND



HOME ACTIVITY

Mission Log

Write down your takeaways from the challenge today.

A large, white, rectangular area intended for writing, set against a background of a stylized island landscape with a blue glowing orb in the sky.



CHALLENGE 2 - SKULL ISLAND



HOME ACTIVITY

IT'S COOL TO BE ME

Look at yourself in the mirror and say "it's cool to be me" every day for the next five days.



PREPARE FOR THE NEXT CHALLENGE 3 - SUBURBAN SURPRISE

Talk to your family and ask where/ when/ how they had to manage their emotions? Can they give you an example (in a home or work setting) of when they noticed themselves getting frustrated and they had to take a deep breath to calm down and feel less frustrated.

Parent/ Guardian signature



CHALLENGE 2 - SKULL ISLAND



MAGICAL LEADERS

CHALLENGE 2 - SKULL ISLAND



HANG ME ON YOUR BEDROOM WALL

EFFECTIVE COMMUNICATION

EFFECTIVE COMMUNICATION

ONE MOUTH, TWO EARS

1 LISTENING & SPEAKING

2 ACTIVE LISTENING

- LETTING OTHERS SPEAK
- ONE VOICE AT A TIME
- LISTENING TO WHAT THEY SAY

3 PARAPHRASING

- CHECK THE MESSAGE MEANING
- ENSURE THE MESSAGE IS UNDERSTOOD

TWO STEPS TO INNOVATION

- **IDEATION** = COMING UP WITH IDEAS
- **EVALUATION** = CHECKING WHY IDEAS ARE GOOD OR BAD

TO INNOVATE BE BAD

BUILD ON THE IDEAS OF OTHERS

AVOID THE TRAP OF BEING TOO PERFECT

DON'T BE AFRAID TO ASK FOR FEEDBACK

WILD IDEAS

WILD IDEAS

WILD IDEAS





CHALLENGE 2 - SKULL ISLAND

