

**SEARCH, SOLVE,  
SNOCCIOLANCO**

Link	<a href="https://didatticapersuasiva.com/comunicazione/esercizi-pratici-per-attuare-il-problem-solving-in-classe">https://didatticapersuasiva.com/comunicazione/esercizi-pratici-per-attuare-il-problem-solving-in-classe</a>
Short Description	<p>Targets: To experience firsthand but in a protected context (role playing) conflictual or problematic situations, making contact with one's own and others' thoughts and emotions</p> <p>Material: Sheets, pens</p> <p>Methods of implementation: Participants identify a situation they want to represent The group of actors and the group of observers are formed. The actors decide how to represent the theme, divide the parts, decide the dialogues, etc.</p> <p>Observers are given the following guidance on what to observe: What problem has been represented? Who did I observe? What did he do? What he said?</p> <p>Did it help solve the problem? Like? What solutions have been found? What decision has been made? Have everyone's ideas been considered?</p> <p>The performance is followed by a moment of sharing during which the group of observers exposes what is marked on the</p>
Who created the tool	Didattica persuasiva
Target Groups	adult learners (general public)
Role of Instructor	In need of Instructor
Innovative Elements of Tool: Sustainability	Yes
Innovative Elements of Tool: Transferability	Yes
Innovative Elements of Tool: Interactivity	Yes
Innovative Elements of Tool: Active Involvement	Yes