



Understanding
the Interplay



UI Workshop: Identity & Belonging

How to use this resource

This PPT contains a full workshop, designed to explore ideas of citizenship as identity, belonging and participation in society and the relationship to religion/worldviews.

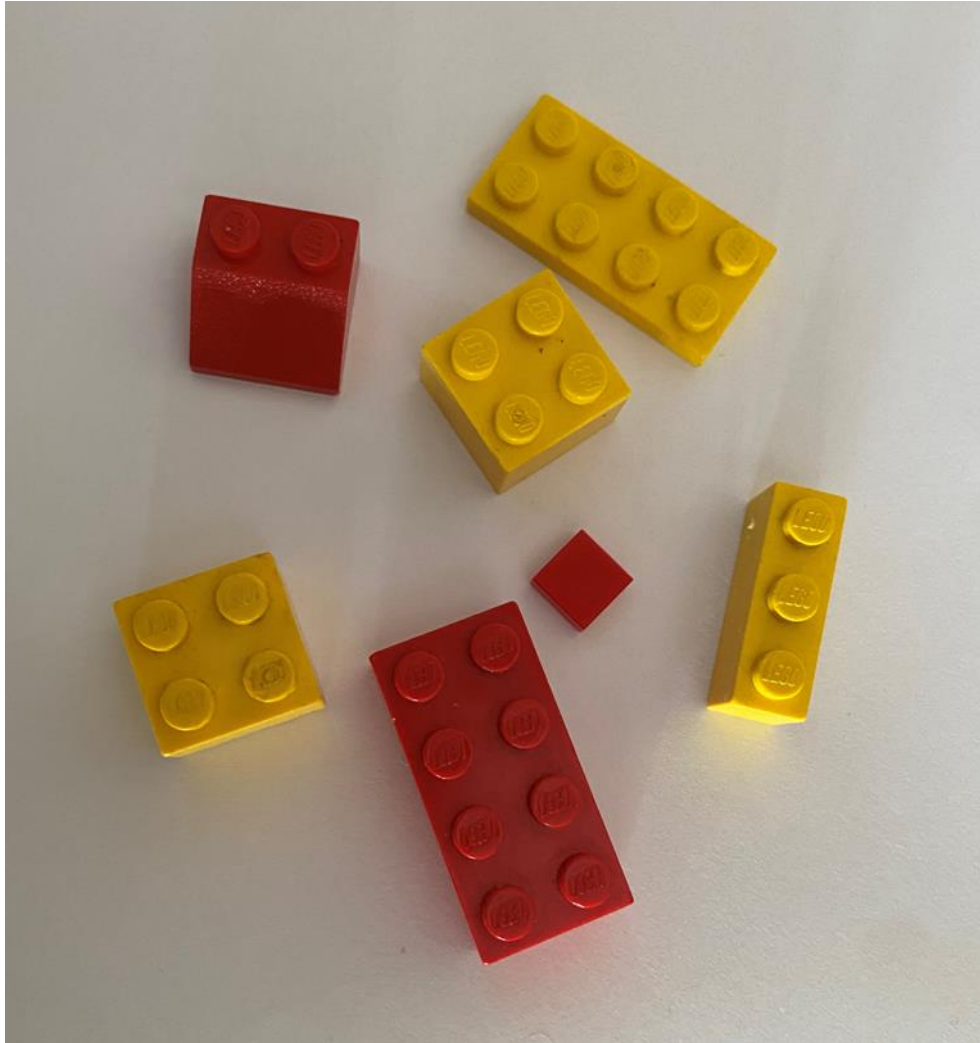
This can be used in its entirety (about 2 hours) or can be broken into parts over a series of lessons. Accompanying resources (UI pedagogical framework, structuring reflexivity talking stems/writing frame) are available on our webpages and can be used in conjunction with this workshop.



ENGAGE	– with the concept/idea
INTERPRET & ARTICULATE	– your own ideas
LISTEN	– to how others interpret the concept/idea
REFLECT & CONNECT	– highlight links between each other's ideas
CO-CONSTRUCT	– understanding together
REFLEX	– on how your understanding has shifted in response to others

What you need

- Lego and base plates, or alternative model making resources (e.g. building blocks, play dough, sticks & leaves, fuzzy felt, recycling)
- Blu Tack
- Scissors
- String
- Small beads (Hama beads or equivalent)
- Pen and paper



Warm up

Build a duck (2 mins)

Make your duck human
in some way (2mins)



Exploring Identity

Build a model with 3
things that make you,
you. (5mins)



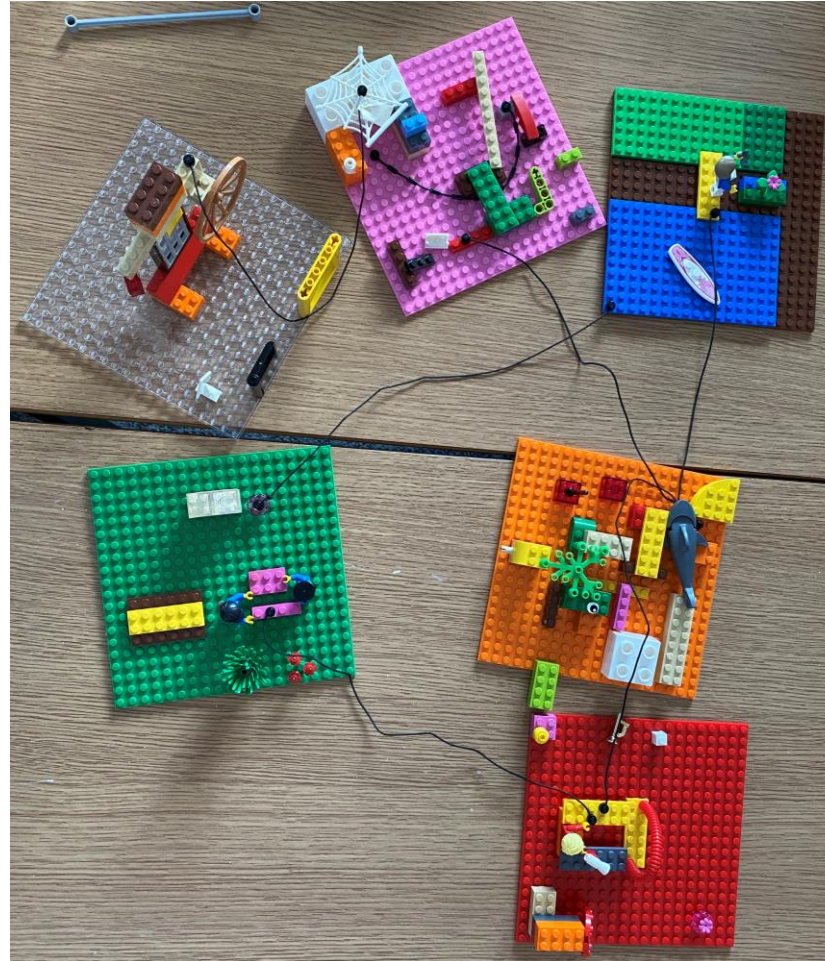
Exploring Belonging

Build something that
represents where you
feel you belong (3 mins)



Exploring religion/worldview

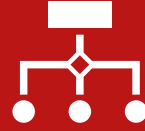
What connections are there
to religion/worldview?
(2mins)



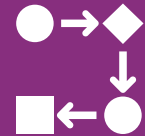
Making Connections

Make connections
between your
model and others'
models with string.
(3 mins)

Reflexive Pit Stop



Is there anything you think
needs adding to your
models?



Has this made you think
differently about yourself
and the way you see things?



Has this made you think
differently about others?