



## **Life Skills – Self Awareness**

### ***If I were.... I'd be....***



**Aim of the Game:** To compare one's self with an animal, flower, or an inanimate object.

**Learning Objectives:**

- To think and draw an animal, a flower and an inanimate object to represent one's self.
- To examine and explain why these particular animal, flower, and inanimate object best describe one's characteristics.

**Structure:** Individually and then in small groups.

**Time:** 20-30 minutes

**Materials:** Paper, pen and crayons.

**Method:**

- Give out the materials.
- Ask the Scouts to think of and draw three things on the white sheet of paper, namely an animal, a flower and a lifeless object that **best describes or illustrates** themselves.
- Allow time for drawing.
- Then ask the Scouts to go back to their groups to share and explain their drawings.

**Evaluation:**

- How was the activity?
- What made you think or feel that your characteristics can be compared to a particular animal, flower or lifeless object?
- How did you feel while listening to another person sharing their drawings?
- How did you feel when you were sharing your drawings?