



## 2. INTERACTIVITY

How to handle turn-taking in non-verbal online interaction

### CONTEXT

When participants in a distance session are in breakout rooms, it is not always clear whose turn it is to speak or for how long it is okay to speak.

### THEORETICAL BASIS

Cameras are recommended during group work, e.g. in breakout rooms, so that everyone knows who is speaking. To ensure equality of participation, turn-taking might have to be regulated, and the moderator can provide a short list of rules on how to ask for the floor.

### ACTIVITY IN A NUTSHELL

A cultural education activity that helps in observing traditional objects and furniture in a playful and non-formal way and aims to arouse the curiosity of the participants to learn more about the local cultural heritage. Preparing a multi-pen drawing when only one participant can work at once can also be a useful experience for turn-taking in distance verbal interactions.

## Activity/Solutions

### CONTACT TYPE

Online/contact

### TIME NEEDED

5-15 minutes

### NUMBER OF PARTICIPANTS

3-15

### ACTIVITY TYPE

Group work

### TARGET GROUP

- All target groups

### VARIATION OF THE ACTIVITY

This activity can be offered face-to-face (e.g. in a media library, cultural centre, or tourist information point) or in small groups of visitors, where participants copy the chosen design(s) onto a piece of paper and take turns to lift the pencil.

### Goal

- To establish a rule for the duration of participants' non-verbal interventions (while preparing a multi-pen drawing).
- To ensure turn-taking rotation or interventions in a group of adults through playful and interactive means.

### How to prepare

- Find a picture of a traditional piece of furniture, for example a Breton chest, which is rich in ornamentation.
- Optional: find enlargements of decorative motifs of this piece of furniture.
- Decide on a computer platform where participants can draw together in a distance interaction (e.g. Jamboard or similar).
- If the activity is face-to-face, bring the picture of the furniture, paper, and pencils.

### Activity step by step

1. Invite the participants to work in small groups, and share an image of a traditional piece of furniture (e.g. a Breton chest), which is rich in decorative elements.
2. Ask the groups to choose a design or pattern from the decoration and use a shared document (e.g. on Jamboard) to start copying the design together.
3. Instruct the participants that each of them can then intervene and draw as much as possible, without raising their hand, in a single click (i.e. without interrupting a single line drawn with the mouse).
4. When the line is interrupted, another participant takes over spontaneously and continues to copy the chosen pattern until the next interruption of the line.
5. At the end, let the groups present their collective drawings and discuss the organisation of the drawing rounds.