

# CHAUTAUQUA

## COUNTY

### 4-H GAMES



Presented by the Chautauqua County Teen Ambassadors 2009-2010

# ICEBREAKERS AND ENERGIZERS

## Ah-So-Co

Ah= Either hand across stomach. So= Either hand over head. Co= Point to another person in circle.

Whoever is pointed at each time must do next chronological action. If done wrong, fudge it, or take too long, then a Yahm Zing is performed by the group putting their thumbs in and saying "Yahm Zing". Person leaves circle and game continues. When people are "Yahm Zinged", their role then is to annoy participants in any way (without touching them) to get them to mess up and be "Yahm Zinged" out. Last two participants are the winners.

## Airplane Aerobics

This is a great way to re-energize a group. On poster-size paper, list directional arrows (up, down, left and right) in 4x4 rows and columns. The group stands in front of the sign and simultaneously call out the arrow directions and point their hands in the direction of the arrows. (Read the arrows from left to right like text.) Each time the group repeats the exercise, increase the pace.

## All My Neighbors

Arrange chairs in a circle - enough for each of the participants minus one. One person stands in the middle of the circle, everyone else sits in the chairs. The middle person calls out, "I want to meet all my neighbors who are wearing black shoes." Everyone, including the person in the middle who is wearing black shoes must find a new seat as quickly as possible - yet safely. The one person left without a chair then becomes the caller in the middle of the circle. Several ideas for calls are: those with blue eyes, those wearing glasses, those who use Crest toothpaste, those who have been to Europe, etc. Be creative!

## Aristo-cha

This exercise is another fun re-energizer. The group stands in a circle and the caller explains the Aristo-cha song. It is, "Aristo-cha, Aristo-cha, Aristo-cha-cha! Aristo-cha, Aristo-cha, Aristo-cha-cha!" the caller will call out the different commands that the group repeats in word and motion.

1. "Hands Up!" (as the group yells "hands up!", they put their hands above their heads)
2. "Wrists together!"
3. "Knees Bent!"
4. "Butt out!"
5. "Head Back!"
6. "Tongue Out!"

After each step, the Aristo-cha song is sung and leading with the wrists, the hands go back and forth over each shoulder when "cha" is sung. (of course, "cha-cha" stays on the same side.) Each step is added to the prior steps as a new verse is sung. Be silly!

## Bag skits

Great for road trips or lock-ins. Fill bags with miscellaneous items. Such as balloons, straws, toilet paper, cotton balls, pens or stickers. Each group has to come up with a skit using all the items and share it with the rest of the group. Very amusing and great entertainment. Process point: Do you enjoy being in the spotlight or do you prefer to do behind the scenes work? What created or didn't create a climate for open idea sharing?

## Concentric Circles

This activity brings the group together by giving individuals time to share something significant about themselves with other individuals in the group. Arrange the chairs facing each other in two circles, one inside the other. Everyone takes seats, and you give the group a question that each facing pair is to discuss. The pairs talk for a short time - perhaps a minute and a half. You then tell the inside circle to move one seat to the left, and give a new question for the new pairs to discuss. This continues until the inside circle has moved completely around. Depending on how the group is doing and how much time you have, you may increase the time for each pairing to three or four minutes. For smaller groups you can also do this as 2 facing lines of chairs.

### **Crossword Connections**

Each person is given a paper plate on which she/he is to write her/his name in bold letters across one side. The group is then given 5-7 minutes to mingle with other participants and find "connections" (similarities) they have with one another. When you discover a "connection," write your new friend's name in crossword style to connect with your own name. Then turn the plate over and write the hobby/characteristic/interest you have in common. The participant who discovers the most connections with different people wins the game. Process point: Individuals are so unique, but there is common ground between each person in this world.

### **Diversity Bingo**

Using a Bingo framework, label each square with a different category or characteristic of individuals in the group. The group will informally go around to different members in the group and have them "autograph" a square that represents them. If the interviewee does not qualify for the category in which you have identified them, then you cannot ask them any more questions. The opposite is true if they do qualify. The first person in the group to attain "Bingo!" stops the game and the group sits down to process the activity. Categories should include types of jobs, majors, talents, and organizational affiliation, or religion, cultural backgrounds, ethnicity's, and sexual orientation.

### **Famous People**

As participants enter the room, they are secretly given a new identity by taping a card with a celebrity's name on her/his back. When everyone has a new identity, group members mingle around the room asking other people yes/no questions about their secret identity. The goal is to discover which celebrity you have "become". Variation: you can assign cartoon characters, animals, . . . as secret identities-just make sure to keep a common theme familiar to your audience. Process point: What did you learn about asking questions to reveal information about yourself? What makes this game difficult?

### **Family bonding**

For this large group game, the facilitator needs to make index cards with a single name from a famous family of 4-8 people. Cards are shuffled and each participant is given an index card with a different famous name on it. The goal is mingle and find the members of your new family. When all families are reunited, have the groups sing a song or do a short skit originating from the famous family's life. Television sitcom families and cartoons work well as families for this game. Process point: How does this initiate the building of a community?

### **Funny Bones**

Find a partner and spread out across the room. The facilitator calls out 2 body parts that each team needs to connect. For example: connect your elbow with your partner's foot and keep them attached. The facilitator then calls out a second challenge ("ear to ear"), and you and your partner must connect two new body parts. A pair is "out" if any body part (other than feet) touches the ground or they disconnect any of their funny bones. The facilitator continues to issue new challenges until one winning pair remains. Caution: members should be

comfortable with crossing common boundaries of personal space. Process point: How do you tackle challenges? How persistent are you?

### **Giants, Wizards, Elves**

Similar to paper, scissors, rock. Giants beat elves, elves beat wizards, wizards beat giants. Break into two groups. Each group huddles up and decides which of the three they want to be. Giants=both arms straight up in the air, wizards= both arms straight out in front, elves= bent position with two pointer fingers protruding from head. Teams line up 10 feet apart, with finish lines behind them equal distance for both sides. At count of 3, each team reveals their character, whichever one beats the other, they chase that team to their finish line. Those tagged before reaching their line joins the other team. If both teams choose same character, each team high fives each other and rehuddles.

### **Hog Call**

Participants form 2 lines facing one another - each person should have a partner they are across from. Each partnership needs to choose a compound word (peanut butter, tree trunk) and determine one person as the first part (peanut) and the other as the latter part (butter). Then everyone closes their eyes. Facilitators move all the participants from where they are standing to a random location away from their partner. Then, with eyes closed, partners attempt to locate their match by shouting out their half of the compound word and listening for their other half while moving toward one another. When partners find their match they may open their eyes and watch others complete the task.

### **Honey I love you**

One person in middle of a circle. Randomly addresses individuals, "Honey do you love me?" Individual responds, "Honey, I love you but I just can't smile", and must not smile while saying it or they are in the middle.

### **How's YOURS?**

One member of the group is sent from the room while the rest of the group decides on one part of the body. The person is called back into the room and tries to identify the body part chosen by asking members "How's yours?" The group members' description allows the person to guess the body part, that member becomes "it." Process point: How do you like to be in the "spotlight"? How do you respond to group attention?

### **It's Your Birthday**

This big group exercise really gets people moving and meeting. Everyone stands as the facilitator says, "It's your birthday today and this is your party! As hostess/host of this party you have to introduce as many of these people to each other as you possibly can." After people have had a chance to mingle, do a quick hand count of who introduced the most people. To make it more like a party, play some music as the people mingle. Process point: Isn't it much easier to work together after you know at least a few individuals' names?

### **Knock Your Sox Off**

Great stress reliever. Need a large grassy area and 10 or more players. Instruct participants to wear shorts and socks. They remove their shoes and get down "on all fours" (their hands and knees). Set area boundaries for the game. At the word "go," participants try to pull each others' socks off without having their own pulled off first. Participants must stay on all fours, so they can't hide their own socks, run, etc. Players are eliminated once they lose both socks. The only one left with a sock (or both) is the "winner". This can also be played in teams. Process point: how does it feel to be "on guard" all the time? How does cooperation help?

### **Mini-interviews**

Tape an index card on each person's back. Have people sit in 2 circles with one just inside of the other circle. Each person becomes a partner with the person facing her/him. Give each inner circle partner one minute to tell their partner as much about herself/himself as possible. Instruct the listening partner to secretly write one word describing her/his partner on the partner's card. Switch roles, write on the cards again, and have the inner circle shift to the right so everyone has a new partner. Shift to the right a few more times, then let people read their cards. Process point: How does it feel to "brag" about yourself? to listen? What did you learn about perceptions people have of you?

### **Mystery Partners**

Give each person an index card and instruct them to secretly write down their favorite three hobbies/special interests. Then ask them to draw a picture of themselves (stick figures are fine) doing one of three things they listed. Collect and shuffle the cards, then redistribute a "mystery card" to each participant. Each person now needs to find their mystery partner by looking at the pictures and interviewing group members. When everyone has found their mystery partners, have them introduce each other to the rest of the group. You can laugh with one another by sharing your pictures too! This works with 10-100 people, but adjust your mingling time accordingly. (High risk variation: ask personal questions instead of hobbies at the beginning) Process point: Were the perceptions you had about other people actually true? Talk about stereotypes.

### **Name and...**

Sitting in a circle, each person gives his/her name and responds to the question you have presented to the group. Begin with own name and answer the question, then proceed around the circle. Sample questions: What is your favorite food?, If you were an animal, what would it be and why?, Who is the best teacher you ever had and why? Ask higher-risk questions if the group is ready.

### **Name and Remember (Extension of Name and... )**

First, follow above directions, however the second person to speak must repeat the first person's answer and their own answer. The third person states the first and second person's answer and their own answer. The last person will have repeated each person's name and answer, as well as their own. Note: this format also works great for building a story.

### **PRUI (pronounced PROO-EE)**

Everyone stands in a group, closes their eyes and starts milling about. When you bump in to someone, shake their hand and ask, "Prui?" If the person asks "Prui?" back to you, then you have not found the Prui. Keeping eyes closed, continue milling until you bump into another person. Ask again, "Prui?" While the group continues this silly activity, the facilitator whispers to one of the participants that he/she is the Prui. This person opens their eyes. When someone bumps into him/her, shakes hands and asks, "Prui?", he/she does not respond. Thus, the person inquiring becomes part of the Prui by opening their eyes and clasping hands with the original Prui. So, this person now responds as the Prui. Eventually, the entire group will become part of the Prui (a line of people holding hands). Note: It is crucial that the directions of this activity are thoroughly explained prior to starting.

### **Rainstorm**

This is a great way to end a day! Make sure everyone is seated in a circle (on the floor, sitting cross-legged). Explain that participants replicate whatever action the person on their left is doing. The facilitator will start the action. The first action is snapping fingers. Watch one person after the other begin to snap their fingers until the person to your left is doing it, then you begin (like "the wave" in a stadium). Once the first action goes all the way

### **Toss a Name Game**

Form circles of 8-10 people. Throw a ball around the circle in random order, ensuring that each person receives the ball once. Remember the sequence. The ball should be returned to the originator. Throwing the ball in the same sequence, say the name of the person as you throw them the ball. Then when they receive it, they will say, "Thank you, name" to the person who threw them the ball. Continue the established sequence with the calls previously mentioned. Continue adding balls (one at a time, up to 4) to add to the confusion. This is a great way to learn names!

### **Two Truths and a Lie**

Each person tells two truths and a lie about themselves. Others must figure out which one is the lie. Works better when the group knows each other well already.

### **Train Wreck**

Arrange chairs in a circle (or put tape in a circle on the floor), enough for each participant minus one. One person stands in the middle of the circle, everyone else sits in the chairs. The middle person calls out something unique that she/he has done, such as hiking to the top of a mountain. Everyone in the group who has accomplished the token feat, including the caller in the middle, must find a new chair. The one person left without a chair then becomes the new caller. When the caller says, "Train wreck" everyone has to find a new chair. It's a chaotic, but fun game! Process point: What unique talents did you discover in the group? This is a great way to learn about each other!

### **Zip Bong**

Participants sit in a circle. The object is to pass the word "Zip" around the circle as fast as possible. In order to change direction of the ZIP, participants may say "Bong". This changes direction. The only catch is that participants must keep their lips over their teeth at all times. Showing teeth disqualifies you. Those who laugh or show teeth are out-and the circle shrinks. Process point: Notice the concentration levels of group participants and how each person is able to adapt to silly behavior.

### **Zoom-a-Zoom**

In a circle, a person begins the game by turning their head to the right and saying Zoom. The next person to the right does the same . . . and the Zoom travels around the circle (quickly). Once the group is comfortable with "Zooming," introduce a new move, which reverses direction by saying "Wacka-Zoom." When you say Wacka-Zoom, the Zoom reverses quickly to the left until a new person says Wacka-Zoom, thus changing directions again. Once they've grasped the concept of Zoom and Wacka-Zoom, introduce the final move-"Super-Zoom," in which a person points and "shoots the zoom" across the room to someone who then chooses to pass the Zoom any direction she/he pleases. Once everyone understands the game, explain that when a person makes a mistake, she/he is "out"-the last two people remaining are the winners. This is a great energy booster and a way to encourage group interaction. Process point: Do you like depending on other people? Are you good wit quick responses to challenges?

team. Have them explain why they chose that person, and which person they would most like to be. This is a quiet game, but great for goal setting and role assignment for a long-term group.

### **Round-Up**

Instruct everyone to stand in a circle. The object of the game is simple; simultaneously all players must walk directly across the diameter of the circle and reform into a circle. The circle should be exactly the same as before, but with players facing the opposite direction. Add variations to the game for more challenge: players must keep their hands at their sides, keep all eyes closed, . . . Process point: How do you get everyone to work together the same way at the same time?

### **Community Game**

Ask participants to form groups of the specific number you call out. They should attempt to do so as quickly as possible. A group is formed by circling together - holding hands or arms. If individuals are unable to make a group of the appropriate number, they are out of the game. Continue calling numbers until only two people are remaining. The remaining two are the winners. Process point: Discuss fighting for limited resources, feeling left out, how to design a community...

### **Lap Sit**

This activity is great for large groups. Stand in a circle shoulder to shoulder. Now everyone turn to your right. Make the circle very tight (touching one another) by stepping into the center of the circle with your left foot. Be certain the circle is perfectly round (no bumps or gaps). Then, very gently, everybody sit down on the lap of the person behind, on the count of three. (It is essential that everyone sit at the same time.) Once you're comfortable seated, you might all wave your arms, or give the person in front of you a back rub. If the group is really feeling strong and stable, try to take a right step (all at once), and a left step... How far can you walk? \*In 1974, 1,306 New Zealanders set the record for the most participants! Can you break the record?

### **The Shrinking Ship**

Use a 6-8 foot rope to make a circle big enough for your group to stand inside. Everyone's feet must be inside of the perimeter for fifteen seconds. Once they have succeeded with this task, ask the group if they would be willing to make the circle smaller, Have them decide on the actual size. If they succeed again, ask them to consider an even smaller circle. Continue this as long as the group is willing. Process point: How did the shrinking ship require cooperation? How is the ship like real life?

### **Stand Up**

Sit on the ground/floor back to back with your partner, knees bent and elbows linked. Now attempt to stand up, supporting one another. Once you've mastered this, join another pair and attempt it with four people. Continue to add pairs. Can you do it with, 8, or 10?

### **Magic Elevator**

Group members sit or stand all together. The object is for the group to count to ten together without jumping on each other's words. Members may not talk except to count. They may communicate non-verbally. Facilitator's Note: Add a degree of difficulty to this game by having members stand facing front in lines (as in an elevator). Process point: How does practice enhance team achievement? Did you discover new methods of communication? How does this apply to real life?

### **Spinning Webs**

The group needs to be in a circle. The leader needs to have a large ball of string/yarn as she/he answers a process question such as "What talents can I contribute to the program?" or "What is one way to get my peers involved in community service?" (any question works). After the first person answers, they hold onto the end of the string and toss the ball of string to someone across the circle. The process repeats until each person has answered the question and the ball of string returns to the first person. Everyone should be holding onto a corner of string and a web should be visible in the circle's center. Process point: while looking at the web, discuss the value of unique perspectives in teamwork, brainstorming, group input, how we all may be different, but we are connected, etc.

### **Tangled Knot**

Form groups of 8-12 people and stand in a circle. Ask everyone to close their eyes (optional) and extend both hands to the middle of the circle. Each person needs to grasp the hand of another person across the circle, without both hands being connected to both hands of another person. Open eyes. Without letting go of hands, the group is to unwind, freeing themselves of the knot, forming a circle. Note: Grips may change and palms may pivot on one another, but contact must be maintained. To make it more challenging, don't allow the participants to talk to one another.

### **Switch Swatch**

Purposes: To illustrate poor communication and conflict resolution; to loosen everyone up and have fun. Ask for two volunteers to come up and face each other. Tell them that their goal is to defeat each other in an argument by arguing as vehemently as they possible can for their position. They are not to listen to each other, but to talk over each other. You will give them the topic of the argument and the position they will take (for or against). But when you say "Switch!", they have to switch their positions immediately. Explain that we are doing this game to illustrate the kind of communication that is not productive in solving problems. When people are having an angry discussion, they are playing switch swatch. Assign the topics and the positions, then let the pair argue for about 30 seconds before switching. Switch two or three times for each topic. Ask the crowd to declare the winner, then let the winner stay up for a round with another volunteer. Topics should not be serious or divisive, like drug abuse or abortion. Hurt feelings or serious disagreements are to be avoided. Instead, choose topics such as ice cream for lunch, daily exercise, or a 12-month school year. It is helpful if a couple of group members have been prepared before the meeting to start off as the first switch swatch pair. This game is high risk. It works best in large groups and in groups that are already bonded. It is most useful when the meeting is focusing on communications skills or conflict resolution.

### **Square Form**

Blindfold all participants, give them a ball of yarn, and ask each person to grab hold and try to form a perfect circle. When they think they have completed the circle they need to stand in position and remove their blindfolds. Note: you need a large flat clear area and 10-50 people for this game. Process point: Talk about cooperation and problem-solving when deprived of one of their senses.

### **Trust Walk**

Participants should be divided into pairs (preferably with someone they don't know very well). One person is blindfolded, and the other person becomes the guide. Challenge the pairs to go exploring in the area, trusting the guide to lead them wisely and safely. After 10 minutes trade roles. Variations include muting the sighted partner or both. Process points: Did you trust your partner? What enables people to trust others? What tears down trust? How did you communicate with your partner?



## Activity 4.11

# Bag It

This activity is similar to a party game we played as children. Who knew back then that it would grow into a full fledged challenge activity?

### Equipment

A drawstring stuff sack, filled with about six or eight small objects. The objects inside the bag should be unique, and have no sharp edges or corners.

### The Challenge

To pass the bag once around the group without talking, while group members feel (but not look) inside the bag and attempt to guess what it contains.

### Typical Presentation, Storyline or Metaphor

During the recovery of treasure from a sunken vessel, a variety of items have been gathered and stored in a special storage vessel. Many of these artifacts will degrade in sunlight. Your group has been selected to inspect the contents of the vessel (the stuff sack) and to determine the items it contains, without exposing these objects to sunlight.

### Variations

There are a fair number of challenge related props such as z-balls, carabiners, figure 8 descenders, building blocks, ping pong balls, a rope with a square knot tied in it, half a tennis ball, etc. that will be familiar to the group. Consider using some not-so-familiar objects, such as turn of the century kitchen equipment (eliminate any items with sharp edges), an 8-track tape, a pet rock, a child's toy, etc. If you want to use a teachable moment, try filling the bag with small pieces of rope tied into various knots, and then asking the group to decide which knots are present.

If your space and time permits, have two bags ready. For the first bag, do not allow the group to talk as the bag is passed just once around the group. Then have the group collectively decide what is in the bag.

If you really want to draw out the group process, have the group try to decide what color each object is.

For the second bag, with different objects from the first, allow the group to openly discuss the contents of the bag as it is passed from person to person. As an additional challenge, ask the group to rank the objects from most expensive to least expensive, or from hardest to softest.

### Important Points

Each of the objects in the bag must be smooth, soft and free of any sharp edges, points, or potential for pinching the probing fingers of each investigator. Accuracy and not speed is important for this activity.

### Discussion and Debriefing Topics

Which items were the most familiar? Were there any unusual items in the bag? Did the facial expressions of others in the group alert you to the presence of anything unusual in the bag? Which method was more difficult, the first round where talking was inhibited, or the second round where conversation was encouraged? Why?

### Sequence

This is a fairly low energy activity, and should be used as a cool down activity after a high energy event, or when the group just needs to slow down a bit.

### Activities Using Similar Skills and Follow-on Activities

Other activities which modify our senses includes Mine-Mine-Mine, and the adapted version of Community Juggling where participants wear large cotton gloves.

### Notes

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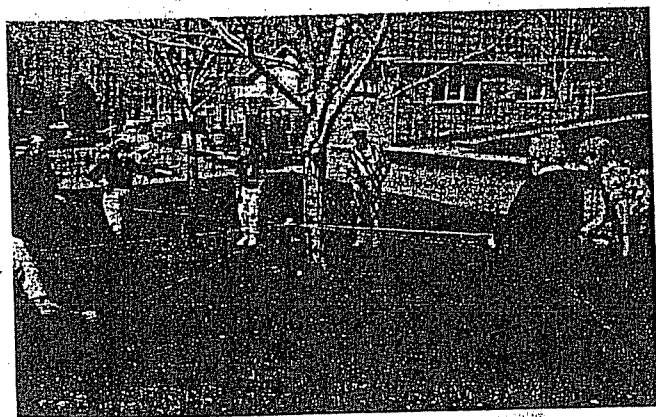
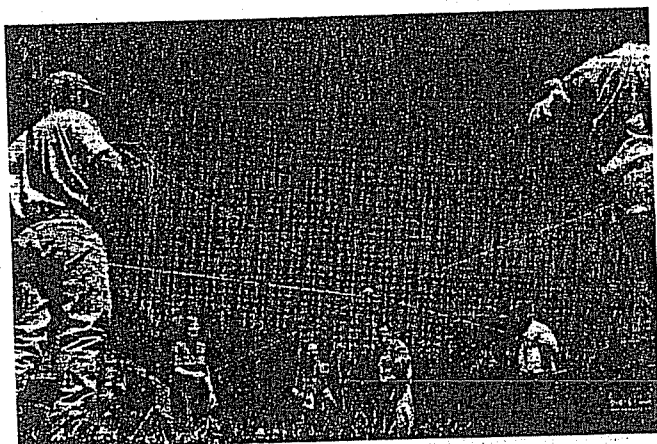
## Activity 4.14

# Bull Ring

Bull Ring has to be one of the simplest portable challenge activities ever invented. It also has many variations that allows the same equipment to be used for a variety of activities.

## Equipment

The Bull Ring is made from a 1½ inch (40 mm) diameter metal ring, available at most hardware stores, and several pieces of string or twine. You'll also need a tennis or golf ball.



## The Challenge

The challenge is to carry a small ball using a metal ring and twine Bull Ring through a series of obstacles and place the ball into a goal, such as a tin can, plastic bucket or onto a segment of PVC tubing.

## Typical Presentation, Storyline or Metaphor

The newest Mars probe returns to Earth with several new rocks from our closest neighboring planet. The re-entry on Earth however, was a little bumpier than Mars, and a few of the precious stones end up bouncing around the salt flats of the western United States. Your team has been assembled to retrieve these stones, using a new prototype Bull Ring Retrieval System—Mark 1. First you must elevate the stone, and then carry this to the awaiting containment cylinder.

## Variations

This activity can be made more difficult by transporting the ball around objects such as trees, tables, chairs and fences. Gentle slopes, stairways and narrow doorways also provide additional challenges. Heavier and larger balls are more difficult to transport and harder to keep on the metal ring. Smaller balls such as golf balls fit further into the metal ring and are easier to transport. Ping-Pong balls can also be used, but are greatly affected by wind. You can accommodate more participants, and include the additional element of trust building by blindfolding the participant holding the string and assigning a sighted person to assist them while moving. If you have less participants than strings, just allow participants to hold more than one string. You can increase the difficulty of the goal by placing the container at an angle, or attaching the container at a higher elevation (such as on a fence, door-knob or wall hook). You can substitute a PVC plastic tube (1 inch in diameter, 15 inches long, pressed into the ground) instead of a container, as the final goal. For this goal, the ring needs to be carefully dropped over the tube so that the ball rests on the tube. For



## Activity 4.27

# Gridlock

Sometimes the best way to solve a problem is just to keep trying until you get it right. This is an exercise in group memory, as well as some ordinary trial-and-error problem solving techniques.

## Equipment

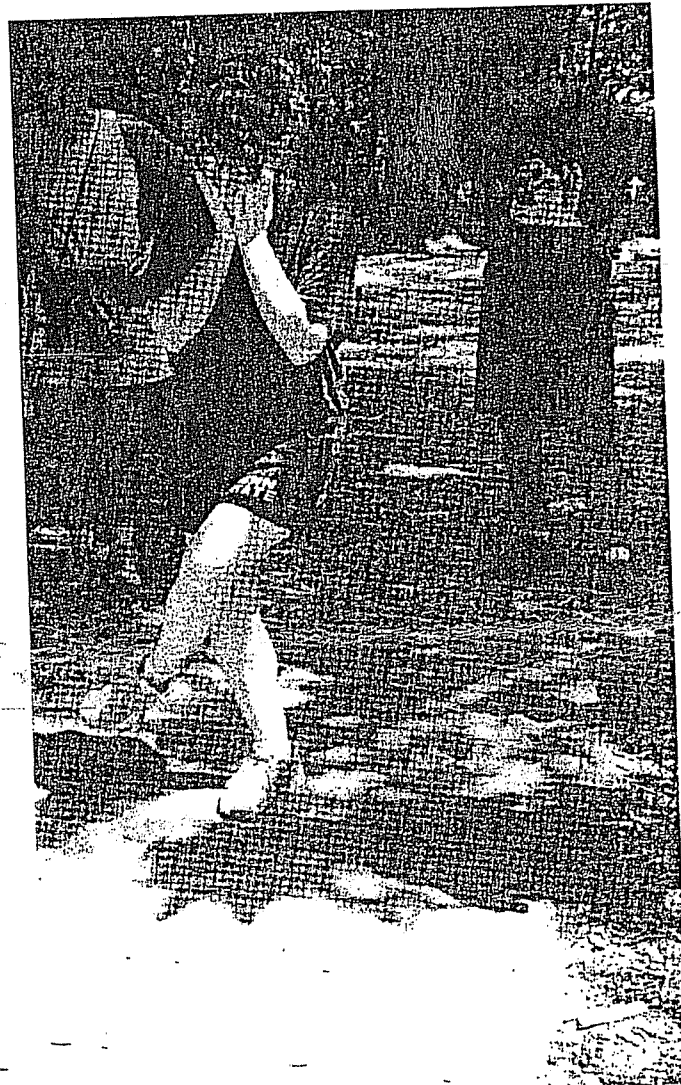
Gridlock requires a giant checkerboard pattern with each grid approximately 1 foot (305 mm) square. This can be accomplished by taping a grid pattern to a floor with masking tape, or marking a pattern on a tarp or cloth, or creating a grid with either ropes, flat webbing or a large open-weave net. You can even create a stepping stone pattern for Gridlock. See Chapter 5 for details.

## The Challenge

To determine a path across the grid network of spaces. A participant is allowed to move as far as they can, until they make an error. At this point, a new participant begins the journey, and attempts to make a better choice at the site of the last error. Allow the group a few minutes to plan before the activity begins.

## Typical Presentation, Storyline or Metaphor

Ok, here's the drill. You work for a very competitive delivery company. You have the best trucks, the friendliest drivers, the best computerized technology at your fingertips, and right now you have a vital package that is needed on the other side of town. It is 5pm, rush hour, and you need to find the best way across town. Main roads, side streets, back alleys, any way you can find. Anytime you come to a deadend or traffic jam, you'll need to change drivers. When you find the correct route to take you through all the traffic, you can alert the company and have the rest of the drivers follow you.



## Variations

The directions for creating the gridlock pattern in Chapter 5 show square, rectangular, circular, and a stepping stone version. You can modify the length of the rectangular pattern by folding some of the grid underneath the rest of the tarp.

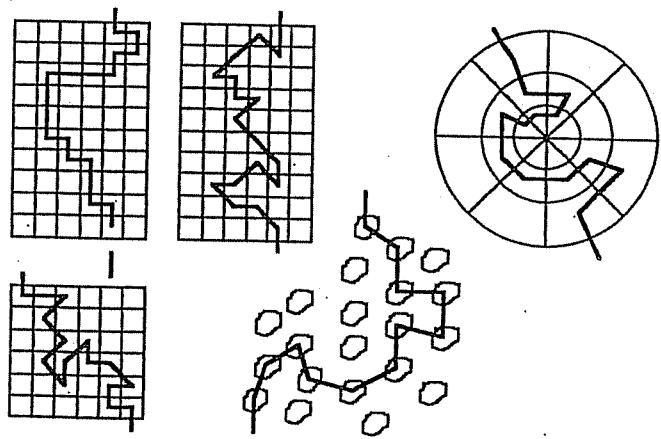
You can allow two groups to simultaneously work towards each other. This approach however, increases the difficulty of the activity, as participants now have to observe the movements of two other participants, rather than just one.

If you happen to use a continuous path, participants know that they can only step on a space that is touching the space were they are now standing. It is also typical to only move forward or sideways on the Gridlock pattern.

More difficult combinations might allow jumping blocks, backward and forward motions, and diagonal movements.

As a facilitator you can always allow participants to place an object on acceptable places to step, rather than memorizing each location. This visual clue however may allow waiting group members to pay less attention to the active member of their group.

techniques for the following activity will expose the group to a variety of methods for problem solving and decision making.



## Important Points

There is a critical moment in preparing to solve a problem where no amount of additional planning will produce any better quality result. Sooner or later, you just need to give it a try, and see what happens. Gridlock encourages trial-and-error problem solving techniques, and also keeps the group focused on the active participant, so that each person will know the correct route to take when their turn arrives.

## Notes

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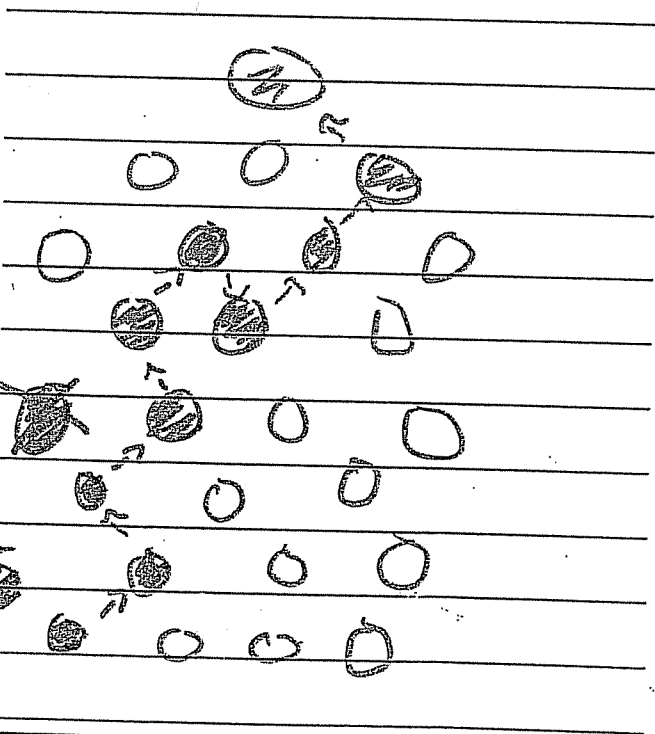
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## Discussion and Debriefing Topics

What type of things did you discuss during your planning time? Were there any penalties associated with a wrong choice? Are there penalties in real life for wrong choices? Were there any errors made from spaces where the path was already known? How could these types of mistakes be avoided in the future? Were there any spaces or movements that surprised you? Why?



## Sequence

Gridlock is a problem solving activity, and can be used after some initial group play.

## Activities Using Similar Skills and Follow-on Activities

Gridlock is one of the few challenge and adventure activities that encourages the simple technique of trial-and-error for isolating a solution. Switching solution

# Marble Tubes

## Equipment

You'll find directions for two versions of marble tubes in Chapter 5 of the book *Teamwork & Teamplay*. The simplest style involves cutting 15 inch (381 mm) long pipes from 1 inch (25 mm) diameter cold water PVC tubing. Another style uses 1 1/2 to 2 inch (38 to 51 mm) diameter PVC tubing that has been cut to length, and then split into two pieces lengthwise.

You'll need at least one Marble Tube section for each participant, along with a few marbles, golf balls, and other small rolling objects.

## The Challenge

To relocate several marbles from Position A to Position B using only the PVC tubes. Participants that are holding a marble in their segment of PVC tubing are not allowed to move their feet.

## Typical Presentation, Storyline or Metaphor

During the annual spring walk of the local bird watching society, your group notices a bird's egg that has rolled downhill away from a nest on a low branch. Knowing that many animals are wary of human scent, you attempt to relocate this marble-sized bird egg back to the nest, without touching it.

## Variations

For a truly unique experience, try passing a collection of marbles up a flight of stairs, or up the incline of a hill.

Allowing participants to hold near the ends of the tubes make this task a little easier. For a more difficult challenge, only allow participants to touch their own marble tube. For an even harder task, participants can touch any tubes they like, but the tubes cannot touch each other.

Attach a variety of colored tape to the ends of the marble tubes, so that only similar colors can be partners. You can also add some of the various connections found in hardware stores, such as elbows, tees, Y sections, etc.

Drilling a few holes in some marble tubes will additionally challenge the participants having those tubes. We call these the "swiss cheese tubes."

Try passing other objects, such as foam balls, which make little or no noise. Passing water is also fun. See Waterfall II.

One of the hardest variations is to only allow participants to touch their tube with one hand.

## Important Points

Choose a reasonable distance to transport the marbles or balls. For a group of 12 participants, 50 to 70 feet (15 to 21 meters) is adequate.

## Discussion and Debriefing Topics

Do you think your group worked together well, or were there fine points that could be improved upon? How did your group decide on the plan? Did the execution of your plan change during the activity? Did the order of participants change during the activity? How many of your marbles (goals) did you achieve?

## Sequence

Marble Tubes require just a bit of problem solving, but quite a bit of activity, especially if the marble is going uphill. This activity has a lower energy level, and may be useful in between a high energy activity and a processing or reflective moment.

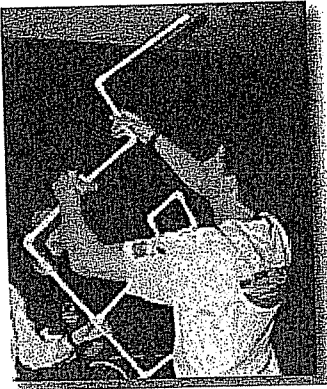
**Jim Cain**  
**Teamwork & Teamplay**

*You can find exciting adventure-based activities and equipment at ADVENTURE HARDWARE, featuring many of the Teamwork & Teamplay props, including Marble Tubes. Visit [www.adventurehardware.com](http://www.adventurehardware.com) or 1-800-706-0064*

# TEAMWORK & TEAMPLAY

## Teampplay Tubes

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Teampplay Tubes are a collection of PVC tubes and connectors (50 pieces total) that can be assembled by teams in a variety of ways. For group activities that promote teamwork, creativity, communication, problem solving and decision making skills, just look below. Be on the lookout for a new book, by Jim Cain, Chris Cavert and Sam Sikes, entitled "Teambuilding Hardware" that shows even more activities and equipment that can be made using PVC tubes and connectors, and other hardware items available at your local store. For more information, check out the website [www.teamworkandteampplay.com](http://www.teamworkandteampplay.com) for Teampplay Tubes and other teambuilding activities, equipment, workshops, staff development trainings and books. You can also order a set of Teampplay Tubes from Adventure Hardware, Inc. at [www.adventurehardware.com](http://www.adventurehardware.com) or by calling 1-800-706-0064.

### 1. X Marks the Spot!

Using as many parts as necessary, create a continuous connection between each of the X's marked with masking tape on the floor, walls, or even the ceiling. For added complexity, the pvc tubing may only touch the floor at the X's.

### 2. Blind Artist

Have one team assemble about 15 pieces of their kit into some shape, and then have another group (wearing blindfolds) attempt to reconstruct a similar shape with their own pieces, using only their sense of touch to identify which pieces have been used in the original design.

### 3. Tallest Tower

Using any 10 (or 20 or 30 pieces) create the tallest tower possible, with only 3 points of contact with the floor. If you are limited by vertical ceiling height, require each tower to hold something (like a roll of duct tape) at the top. This added weight will require a shorter, stronger tower. For a final test of the engineering of this tower, use an electric room fan to see which towers can hold up to a strong wind.

### 4. Human Arch

Using the least number of pieces possible, create an arch, so that all members of the team can easily walk through the arch, without bending over.

### 5. The Bridge

Using all the pieces, construct the longest bridge-like shape possible, with no more than 3 PVC pieces touching the floor.

### 6. Jump Ball

Create a human-looking basketball player (complete with feet, legs, body, arms and head). The sculpture with the tallest vertical reach wins the jump ball.

### 7. Statue

Create a variety of human or animal shapes (sitting, running, riding a horse, lying down, standing at attention, swimming, surfing, cycling, throwing a boomerang, cooking an omlette, throwing a baseball, etc.

### 8. PVC Christmas Tree and Ornaments

An activity for young children. Have team members create an ornamental tree, complete with branches, and then decorate with ornaments and a star.

### 9. The Box

Use as many parts as necessary to construct a box around some unusually shaped object (such as a rocking chair, stuffed animal, tent, etc.)

### 10. The Book of Knowledge

Build the tallest "table" possible that will hold a large book as the topmost object.

### 11. The Network

Possibly one of the most difficult team activities. Using all the PVC tubes and connectors, create a single, interconnected shape with the tubes, so that no openings are left (i.e. each tube will be capped by two connectors, and each connector will have a tube in each opening, and the whole shape will be connected together). It is moderately difficult to create a 3-D shape that will accomplish this task, it is even more difficult to create a 2-D (i.e. flat on the floor) shape that accomplishes this task. For a still harder version, once connectors and tubes are assembled, each connection is permanent - this should invoke the need for some advanced planning.



12. **New Math**  
Given a number (48, 3.1416, 101, 63.4, etc.) have team members use any parts to construct an equation that equals the number given. For example the answer 12, can be obtained by the equation  $3 \times 4 = 12$ , or the Square Root of  $144 = 12$ , or  $10 + 1 + 1 = 12$ .
13. **More Math**  
Design equations that teams will use to construct their own structures. Then measure these structures with a yardstick or tape measure. The object here is to maximize the values obtained in each equation (i.e. T should be the largest number possible).
- $$\text{Length} + 2 \times \text{Height} + \text{Width} - \text{Number of Points of Contact with the Floor} = \text{Total}$$
- or -
- $$L + 2*H + W - N = T$$
14. **Spelling Bee**  
Using as many pieces as possible, construct letters of the alphabet. Then once all available parts have been turned into letters, use these letters to spell as many words as possible.
15. **Two Way Bridge**  
With two groups (and two kits), begin this activity by locating each group on the opposite side of a folding wall, divider, or curtain, so that they may talk to each other, but not see what the other group is creating. Now have each group build one half of a bridge structure, so that when the divider or curtain is removed, the bridge will exactly come together. This task requires a bit of patience, and clear communication.
16. **A Tree in the Forest**  
Using only 10 parts (tubing and connectors) create the tallest "tree" possible. Trees compete for sunlight and water, and must withstand wind to survive in a mature forest.
17. **Bullseye**  
Place an archery or BB gun target on the floor about 12 feet in front of a boundary line. Using one bag of Teamplay Tubes, the team must create a device to place the PVC cap exactly in the center of the target, without stepping over the line.
18. **Furniture Infomercial**  
Construct the perfect piece of outdoor furniture, filled with special features, and perhaps some optional equipment, and create a 1 minute infomercial to sell your product on the cable shopping network. Don't forget to mention the price, the selling features and the website address of your furniture company.
19. **Matchstick Puzzles**  
Many puzzle and games books have activities using matches, straws and coins, that can also be performed using the PVC Teamplay Tubes. For example, can you make four triangles simultaneously using six Teamplay Tubes of approximately the same length? Can you make two rows of four connectors using only 6 pieces?
20. **Narrow Passage (3-D Spider Web)**  
Using as many pieces as possible, construct a three dimensional "box" through which all members of the team must pass, without touching any of the PVC on the way. Team members must be in contact with at least one other person while passing through the "box."

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Teamwork & Teamplay, by Jim Cain, was awarded the Karl Rohnke Creativity Award by the Association for Experiential Education. You can obtain a copy of the award winning adventure-based book directly from the publisher, Kendall/Hunt, at (800) 228-0810, or at [www.kendallhunt.com](http://www.kendallhunt.com)

You can also find exciting adventure-based activities and equipment at Adventure Hardware, featuring many of the Teamwork & Teamplay props, including Teamplay Tubes. Visit [www.adventurehardware.com](http://www.adventurehardware.com) or (800) 706-0064.

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# *The Lycra Tube*

Here are a few suggestions for activities that you can do with a Lycra Tube.

## **Equipment**

5 yards (4.6 meters) of 36 to 60 inch (0.9 to 1.5 meters) wide nylon lycra material sewn into a tube. You'll want a large flat grassy area for using the Lycra Tube.

## **Variations**

**LEAN ON IT** - Have participants stand inside the Lycra Tube facing the center. Slowly back up until the Lycra Tube is completely stretched tight. At this point, participants can lean outward slightly and feel the support of the Lycra Tube.

**SIT IN IT** - Beginning with a moderately stretched Lycra Tube, have all participants sit on the Lycra Tube, with their legs extended towards the center of the circle, and the top of the Lycra Tube above the shoulders of each participant. Each participant should now be able to lean backwards and be fully supported by the tube. This is a great position for processing. You can even create a "wave" motion by having a single participant lean backwards and then forward, followed by the person to their right, passing a wave around the circle.

**AROUND UP CIRCLE** - With the Lycra Tube well stretched around the group, have participants hold the top of the tube, and pull the lycra to the top of their shoulders. From this position, the group can now skip sideways to the left and the right. This is a useful activity for teaching observation and empathy for other participants. By watching others in the group, the speed of the movement can be tailored to the abilities of the group. Encourage participants to move only as quickly as other members of the group are comfortable with.

**AROUND THE WORLD or ROCK AND ROLL** - With the group standing inside a very limp Lycra Tube, have a single participant back up, stretching the Lycra Tube in the process. This participant will now roll to the right completely around the inside perimeter of the Lycra Tube, until they reach their original starting position. The next person to the right then begins their journey. Encourage participants to stand near the center of the tube, so that they do not contact the person rolling around the perimeter. This activity has been known to make some participants dizzy. Proceed with caution, and encourage participants to stay in control during their journey around the tube.

**THE GIANT ROLL** - This activity is the same as Around the World except that all participants roll at the same time and in the same direction. Encourage participants to keep adequate space between themselves to minimize contact during this activity.

**4x4 CROSS OVER** - No question about it, this is "the activity" to do in a Lycra Tube. It is also the most energetic activity, and one that requires some appropriate safety considerations.

Begin with four participants of nearly the same weight in the Lycra Tube, equally spaced around the perimeter. Assign two opposite participants to be partners for Group 1, and the other two opposite participants to be partners for Group 2.

Safety tip: Proceed through these next few steps at a walking pace, before attempting these same movements at a faster pace. Also, ask participants to hold up their right hands about shoulder high, during each passing event. This simple reminder really helps participants remember on which side they are to pass their partner. Equal weight participants are encouraged, because this activity has been known to launch some lightweight participants that were joined by heavyweights.

Begin by asking Group 1 partners to back up. As they do, they pull the Lycra Tube tighter. The Group 2 partners now walk forward, almost touching right hands, changing places with their partner, and then backing up. As Group 2 partners back up, Group 1 partners come forward, almost touching right hands, changing places with their partners, and begin backing up. Walk this section of the activity at least four times before speeding up the cross overs. This cross over process continues indefinitely. As each group backs up, the Lycra Tube gives a firm push forward to the other group. The harder each group backs up, the stronger the push forward for the other group.

This particular activity requires an awareness of other group members, so that all participants are able to stay in control at all times. It is critical that group partners remember on which side to cross with their partners.

**POPCORN** - Here is an activity for small children. With three or four adults acting as fence posts, the Lycra Tube is fully stretched. Children now inside the Lycra Tube are said to be kernels of pop corn inside a frying pan. As the temperature warms up, the kernels begin to pop, and the popcorn bounces around the inside of the Lycra Tube. Explain to participants that they should bounce off the Lycra Tube, not other children!

**6 CROSS OVER** - This activity is similar to the 4x4 Cross Over, except that it requires six participants, working as two groups of three. Every other person around the perimeter of the tube is a member of the same group. Group A members push back against the

Lycra Tube as Group B members move to the position of their next group member to the right. Group B members now push backwards as Group A members move to the position of their next group member to the right. While not as energetic as the 4x4 Cross Over, this activity does require balance, grace and timing. Sometimes encouraging a group to select a song or chant helps to create a tempo or rhythm for the group to follow as each set of cross overs are made.

**PROCESS IN IT** - The Lycra Tube can be a great place for processing and debriefing after another challenge activity.

**INSTANT SHADE** - If it happens to be a sunny day, and there are few trees in sight, the Lycra Tube can be used to provide shade for the group. Just stretch the Lycra Tube into a large circle, and lift the top of the Lycra Tube over the heads of all participants by about 24 inches (610 mm). The stretch within the Lycra Tube will create a canopy that blocks the sun.

**SCAVENGER HUNTS** - Pile the entire group into a Lycra Tube and send them off on a scavenger hunt. They'll need to stay inside the Lycra Tube for the whole event. If they stop for a drink of water, they'll need to work together.

**FACE IT** - Have three participants stretch the Lycra Tube into a large triangle. With all remaining participants, except one, facing one of the sides of the triangle. From the center of the Lycra Tube, the remaining "unknown" person then presses only their face against the Lycra Tube, and the members of the group outside the Lycra Tube attempt to recognize this person, only by their facial imprint. When guessed correctly, this participant joins the outside group, now standing with eyes closed, and taps the next person to participate.

**GET SOME PRIVACY** - Sometimes when you are leading a single group in a large area with many other groups nearby, it can be helpful to use the Lycra Tube to block out some of the surroundings that can distract the group. The Lycra Tube won't block much sound, but it can be used as a visual barrier, and allow the group to focus on the challenge confronting them, rather than the distractions come from all directions.

### Important Points

Always keep the Lycra Tube above the shoulders and below the hips of all participants. Sometimes tubes have a tendency to bunch up, looking more like a rubber rope than a wide rubber band. If this happens, stop the activity and resume again with the Lycra Tube spread fully open.

Lycra Tube activities are best supervised at all times. You shouldn't leave a Lycra Tube lying around for unsupervised play any more than you would a climbing rope or similar piece of challenge equipment. It is a useful tool in the hands of a skilled facilitator, but can be a major risk if left for unsupervised activities.

Lycra is a fairly expensive material. You can often find it on sale during the fall and winter months. Color is really unimportant, although darker colors will hide grass stains better than lighter colors. Patterns are fine too, but try to avoid vertical stripes (these tend to make participants dizzy). 36 inch (0.9 meter) width lycra is perfect for young children. 48 to 60 inch (1.2 to 1.5 meter) width lycra is fine for adults, but for some activities, the 60 inch (1.5 meter) wide fabric is almost too wide. 5 yards (4.6 meters) is an ideal length for groups of 7 to 10 participants. Additional fabric can be added for larger groups, but the spring-like bounce of the Lycra Tube will certainly be affected by this additional length, making the cross-over activity a little less thrilling (which may be a good thing after all!) If you happen to have any left-over lycra, try making blindfolds using 7 by 21 inch (178 by 533 mm) pieces.

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# TEAMWORK & TEAMPLAY

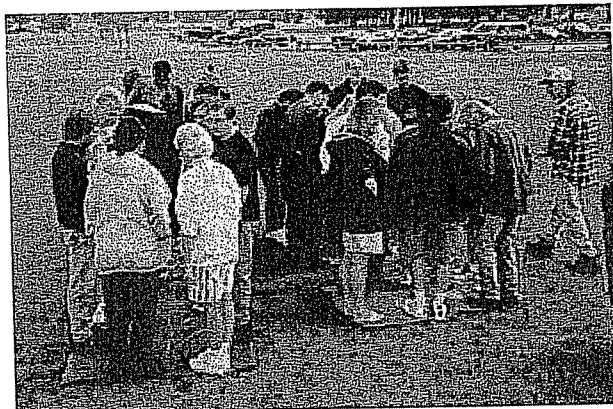
## Magic Carpets

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**Magic Carpet** requires a minimal amount of equipment and provides a challenging initiative to solve. Several of the variations presented make this activity adaptable to many audiences.

### Equipment

The Magic Carpet consists of a single piece of tarp or plastic cloth. Other options include a plastic shower curtain, plastic tablecloth, or blanket. For groups of 8-12 participants, the Magic Carpet should be approximately 4 feet by 5 feet.



### The Challenge

To turn the Magic Carpet over, without touching the ground surrounding the Magic Carpet.

### Typical Presentation, Storyline or Metaphor

Your group is on a Magic Carpet ride, high above the fields of the surrounding countryside. You suddenly realize that you are going the wrong direction, because the carpet you are riding on is in fact, up side down! Since you are no longer touching the ground, you must turn the carpet over, without stepping off the carpet.

### Variations

In order to limit the risk in this activity, request that all participants must maintain contact with the Magic Carpet at all times. This eliminates the option of carrying participants on shoulders and other balance related concerns.

One variation which greatly increases the difficulty, and time required to accomplish the activity, is to only allow participants to touch the Magic Carpet with their feet. For this technique, participants will typically scuff the carpet to turn it over. Make sure to use a tough material if you choose this method. Thin plastic sheets have been known to tear during this variation.

For large groups, provide three Magic Carpet sizes, and place these near each other before participants climb on board. If you mention that the whole group is one team, they may decide to combine resources, and transfer to another Magic Carpet while turning over their own empty Magic Carpet. Once the group has accomplished this task by combining resources, encourage them to repeat the activity, this time without sharing space or carpets with the other members of their group. If the three Magic Carpets are placed further away, participants may choose to shuffle the carpets closer together rather than working alone.

Using a plastic cloth or tarp that is a different color on each side makes it easy for a group to see when they have accomplished their goal.

Consider using a series of decreasing size Magic Carpets to increase the difficulty level. If you happen to be using the inexpensive plastic table coverings available at many party stores, you can even cut off a portion of the Magic Carpet after each successful inversion.

Another variation using a single Magic Carpet is to begin the activity with a single person, and gradually add additional team members each time the carpet is flipped over.

A substantially different solution is possible if the facilitator mentions that each participants feet must be touching the Magic Carpet, but yet allow other parts of the body to touch the ground surrounding the carpet. This method works well for very small carpet sizes.

Another variation involves using different shapes for the Magic Carpet. In general, rectangles are easier to flip than squares. Triangles are easier to flip than circles. Perhaps alphabet shaped Magic Carpets could be used. Each new geometry is likely to produce a slightly different solution technique.

Finally, rather than calling this activity Magic Carpet, you can call it Surfing the Web, and make up your

own metaphors regarding the flip side of data and anti-data in the computer world.

#### Important Points

The size of the Magic Carpet and the size of the group greatly effects the difficulty in accomplishing this initiative. Minimize risk by requiring all participants to be in contact with the carpet at all times.

Typical solutions for this activity involve crowding a majority of the group towards one edge or corner, and having a few group members attempt to twist or fold the Magic Carpet over. For a rectangle, twisting a corner of the Magic Carpet, somewhat like a bow-tie, provides the greatest amount of area for movement.

From a mathematical viewpoint, the fundamental problem with Magic Carpet is that many of the techniques available to turn the carpet over result in reducing the area of the carpet to approximately half the original area. An optimum solution then, is one that would allow the carpet to be turned over, and yet maximize the total area of the carpet throughout the activity.

Oddly enough, carpet is not a good choice for the Magic Carpet initiative. It is difficult to fold and is generally too thick to twist easily. Plastic sheets are a better choice, and take up much less space in the equipment storage container.

#### Discussion and Debriefing Topics

An interesting question to ask participants during this initiative is what their role is with regard to the solution. Were they active or passive in their contribution to the final solution. Who did the most work

One debriefing method, known as *Both Sides Now*, uses the Magic Carpet as a tool for conflict resolution. Using a light colored plastic material, allow participants to write their feelings, or expressions, or supporting evidence for their side of the conflict. Participants with opposing views are then asked to write their comments on the other side of the material. The activity proceeds just as Magic Carpet does, but with participants reading these comments out loud during the struggle to turn the material over.

Another therapeutic technique for Magic Carpet, known as *Turning Over a New Leaf*, uses this metaphor for audiences with dependencies. The struggle to overcome adversity and turn over a new leaf can be assisted by other group members, and occasionally some outside support - all of which can be processed during the activity.

#### Sequence

Magic Carpet requires all participants in a group to work within a tightly constrained space. As such, it is important to build up to this level of proximity.

#### Activities Using Similar Skills and Follow-on Activities

The tarp or plastic sheet used for Magic Carpet can also be used for Cave In, Danger Zone, and Blackout. The proximity of this initiative is similar to All Aboard

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For these and other exceptional teambuilding activities, consult the Adventure Hardware website, and also try the award winning adventure-based teambuilding book, *Teamwork & Teamplay* ISBN 0-7872-4532-1 (available from Adventure Hardware), by Jim Cain.

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[http://www.teamworkandteamplay.com/activities\\_magiccarpets.html](http://www.teamworkandteamplay.com/activities_magiccarpets.html)

1/2/2004

# Square Game

**Object-** to cooperate with other people, and use strategy

**What you need-**

Pieces of paper

At least 8 to 10 people

**Directions-**

Lay the squares out in rows, for as many people as you have. You need one main person, to yell GO and STOP. When that person yells go everyone will walk in a circle away from the squares. When the leader yells stop, everyone must find a square to sit on. The first time there is enough squares for everyone, but every time you take out a couple squares till you have one square left. Every time you loose a square everyone must find another way to sit (like on top of each other).

# Circle

**Goal:** To test your brain into remembering different patterns and to learn more about people that you didn't know.

**Materials:** As many people as you want; One or more throwing objects; A large space

**Directions:**

1. Gather some people and form a circle
2. Go around the circle and say your name, age, something interesting
3. Hand a ball or some kind of throwing object to someone who will be first
4. When throwing the ball, say the persons name you are throwing it to
5. Upon receiving the ball, say thank you whoever threw the ball
6. Repeat until everyone has had a turn.
7. Do it again and again until it goes smoothly.
8. Set a time goal and try to beat it

## Touch and Go

### Getting Ready

Players form lines of five or six people and each line acts as a unit. Players should be instructed to hold onto each others waist, shoulder or hand depending upon the movement they are asked to perform.

### Playing the Game

The leader names something in sight - this may be indefinite as wood, iron or water - or may be some specific as the garage door, a certain tree, or an advisor. The leader gives the directions as "Hop Back on the Right Foot." Each line sets out to touch the object and return to place. Other variations would include, left foot, both feet, forward, or grapevine.

### Things to Remember

\_ In relays it is important for each team to follow the instructions. Fairness is important.

## Buzz

### Getting Ready

All players form a circle. The game is then explained.

### Playing the Game

One person begins to count by saying "ONE," the player to the left says "TWO," and so on until the number "SEVEN" is reached. The word "BUZZ" is substituted for "SEVEN." The next person says "EIGHT," and so on around the circle until a multiple of seven, such as fourteen, twenty-one or twenty eight etc., or a number containing seven, such as seventeen, twenty-seven, etc., is reached and the word "BUZZ" is substituted for the right number. For 71, the player says "BUZZ ONE," for 72 "BUZZ TWO" etc. For 77 the player says "BUZZ, BUZZ. If a player says a number when he should say "BUZZ," or "BUZZ" in the wrong place, he is out of the game. The counting continues at "ONE" by the next player. The object of the game is to reach 100.

### Things to Remember

- \_ For the benefit of younger members take time to go over the numbers that are multiples of seven before starting the game.
- \_ The counting should be done quickly.

## Red Light

### Getting Ready

All players line up at one end of the hall or area designated for play.

### **Playing the Game**

Leader calls signals. (Red light means stop, yellow light means move slowly and green light means move quickly) The signals are called out in varied order and with small amounts of time between each signal. Spotters should watch for those breaking the law. Anyone disobeying the signal must go back and start over. The game should be stopped to allow the person to go back to start.

### **Things to Remember**

— The leader's control of the game is critical. This game can be chaotic if not done correctly.

## **Face to Face**

### **Getting Ready**

Players pair off in two's. The pairs form a circle large enough that everyone can be in the circle. One person is IT and stands in the center.

### **Playing the Game**

The partners stand facing each other. IT stands in the center and calls "Back to Back," "Face to Face," or "Side to Side" with all players taking the new position. When IT calls "All Change," the players must take new partners. IT attempts to get a partner. If IT succeeds, the person left out becomes IT.

### **Things to Remember**

- If the group is larger than 50 people consider dividing into two circles.
- Commands should be given quickly to help keep players off guard. That makes "All Change" hard to anticipate.

## **How Do You Like Your Neighbors**

### **Getting Ready**

A circle of chairs is formed, with one less than the number of players. IT is selected and stands in the middle of the circle.

### **Playing the Game**

Players are seated. IT approaches one of the players and asks, "Who are your neighbors?". If he cannot name them correctly before the count of three (counted at a moderate speed), he must exchange places with IT. If he does name them, IT asks further, "How is Mr.(s). \_\_\_\_\_?" (meaning one of the players neighbors). If the reply is "All right," everyone shifts one seat to the right; if he says "All Wrong," they shift to the left, if the reply is, "All mixed up," everyone has to shift to a spot at least two chairs away. During the shifting, IT attempts to get a seat, and the person left out is IT.

### **Things to Remember**

- Watch the speed of the count three. It should be approximately three seconds. IT will sometimes rush the count.
- Be sure to review the "All right," "All wrong" and "All mixed up" commands several times. It is good to have members practice it a few times before starting.



## Fire in the Hole

### Getting Ready

Blow up one large party balloon for every two people. Make sure the balloons are fully inflated. If you wish to do this game more than one time, you will need more balloons. Have members pair off with people of about equal size together.

### Playing the Game

Give each team one of the balloons. Have them stand face to face and place the balloon between their stomachs. Tell the following story. "In olden days dynamite was used to blast rock loose in mines. Doing this was very dangerous. A warning system was developed that helped assure the miners were aware that the dynamite was about to be detonated. The people doing the blasting would yell 'Fire in the Hole' just before they set off the dynamite. We are going to re-enact those days right here at our 4-H meeting. When I yell 'Fire in the Hole' I want each team to squeeze together and pop the balloon." Please wait until I give the warning. Make sure that everyone is ready. Now YELL!!!!!!! Fire in the Hole!!!! Listen for the explosion.

### Things to Remember

- \_ Sometimes small members can have trouble breaking the balloons.
- \_ If you do this more than once try having the members do it hip to hip, or knee to knee or even back to back. Watching that happen is the best part.

## Alphabet Scramble

### Getting Ready

A set of 26 letters are randomly placed on a table. The club is divided into groups of four. If there are extra members they should be put in a group as a substitute. A starting line should be identified. A timer with a stop watch must be designated. Words selected should not contain the same letter twice.

### Playing the Game

This is a timed event. The first team of four lines up at the starting line. A word, with four letters, is announced and the members run to the table, find the letters in the word, then run back to the starting line and line up so the word is spelled correctly. Their time is recorded. Each group does the same. Additional rounds with 4, 5, 6, 7 or even eight letter words can be used. If larger words are used one or more members must hold two letters. Play as many rounds as you want.

### Things to Remember

- \_ It's good to have a range of ages in each group.
- \_ Have an adult be the timer.
- \_ Stress cooperation of team members versus competition between teams.

## Get the Flag ( Handkerchief )

### Getting Ready

You will need a handkerchief and the piece of a "noodle" found in the kit. Members form a circle with one person in the middle.

## **Playing the Game**

The member in the middle places the handkerchief on the floor between his legs. The members in the circle attempt to steal the flag from the person in the middle. The circle members are allowed to use any tactics to steal the flag. The person in the middle uses the "noodle" to defend the flag. Anyone who is hit by the noodle is out. The game ends when the flag is captured, or all the members have been put out by the person in the center. When the flag is captured, or all people are out, a new person goes to the center and the game starts again.

## **Things to Remember**

\_ Caution the center person regarding hitting too hard.

## **Ring on A String**

### **Getting Ready**

Put the players in a circle, with one person in the middle. Cut a piece of string that will go around the outside of the circle. Before tying the string, place the ring (we use a metal washer) onto the string.

### **Playing the Game**

The players stand inside the string and pass their hands back and forth on the string, passing the washer from one to another. The player in the center tries to guess who has the ring. He may stop the passing at any time and make a player lift his hands. If the player has the ring, he becomes IT.

## **Things to Remember**

\_ Start the game with ITS eyes closed so he doesn't know where the ring is located.

## **Penny Pass**

### **Getting Ready**

Give each person an index card. Form the players into a circle.

### **Playing the Game**

The players hold the index card with their teeth. A penny is placed on one of the cards and the players pass the penny around the circle using the index card. If the penny is dropped, it must be started over from the beginning of the circle.

## **Things to Remember**

\_ If the club is large you may want to break it into groups of 10-15 players per group. If you have more than one team, they compete to see who can do it most quickly. If you have just one group they should be timed and attempt to improve their time.

## **Up Jenkins**

### **Getting Ready**

A quarter is needed to play the game. This game is best played at a table. However it can be played on a floor if

tables are not available. Teams are made of 6-8 players who sit on the opposite sides of the table.

### **Playing the Game**

Give the quarter to the first team. Have the players pass the quarter from hand to hand so the other team cannot see the quarter. After 10-15 seconds someone on the team that is guessing says "UP JENKINS." At that point the passing stops and everyone on the team with the quarter stops passing and places their elbows on the table with their hands pointing up and fists closed so no one can see the quarter hiding in one the members hand. The second team then says "DOWN JENKINS" and the team with the quarter attempts to slap their hands in unison so no one can figure out who has the quarter. The game continues with each person guessing team stating a person, and which hand, they think is hiding the quarter. The number of guesses is counted and game ends when the quarter is found. The other team then gets the quarter and the game continues.

### **Things to Remember**

- \_ The most difficult part of the game is hiding the quarter so it doesn't come out when the hands are slapped on the table. Members should be shown how to hold the quarter in the crease where the fingers and palm come together.
- \_ Be sure the same person doesn't keep the quarter each time.
- \_ Excitement can be added if an advisor or older youth oversees the action.

## **You Can't Write Tennessee**

### **Getting Ready**

Each players needs a blank sheet of paper and pencil. Players should be sitting at tables.

### **Playing the Game**

Players are instructed to move one foot in a circular motion under the table. (They must not stop this movement while they are writing.) The foot should move clockwise in a circle as big as a plate. After they have been moving their foot for a while, allow them to pick up the pencil and try to write the word "Tennessee." They foot should not stop moving. You will see some very strange symbols.

## **Name That Person**

### **Getting Ready**

Need 3 foam balls. Participants form a circle. This game focuses on building cooperation.

### **Playing the Game**

One person takes a ball and says his/her name and then the name of a person that is to catch the ball. The ball is thrown to the second person who says his/her name and then the name of the person they will throw the ball to. This process is followed until each person is throwing and receiving and the last person throw the ball to the person who started. Repeat the order at least one more time to be sure each person understands the order. Then add a second ball. Now there are two balls being thrown among circle members. As the team gets the hang of it add the third ball. It will take considerable concentration for all three balls to go through the entire group without being dropped.

### **Things to Remember**

- \_ Encourage group success.