

MEMORY JOGGERS
CAMPWEST 2008 – LAS VEGAS, NEVADA
The More the Merrier – Lead Playful Activities with Large Groups

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These games are found, in full, in Faith's book, The More the Merrier – Lead Playful Activities with Large Groups, co-authored with Sam Sikes and Chris Cavert.

Connection Circles - (*Enhance relationships between people by getting to know each other better, open or initiate conversations that introduce to or support program goals*). Customize question list. Put partners into concentric circles—inside circle faces out, outside circle faces in. Action: 2-minute dialogues between partners. Outside players move one person to the right for each new topic suggested by leader.

Examples for dialogue: Describe a favorite scene etched in your memory

When do you have immense and very little patience?

What comes to mind & heart when you think of “play”?

What is your favorite thing to do on Saturday?

What you wish I had known as a child.

Ring The Runner – (*Collaboration, communication, challenge*) Place boundaries, gather hoops. Teams move forward leapfrog style, toward a finish line, by tossing a hoop over the head and up stretched arms of advancing teammate.

Buddy Teach - (*Share knowledge, get to know each other, do silly things, have fun!*) Gather in groups of 3-5 players. Each player teach, share something they know with the rest of the group...can be a trick, song, riddle, poem, something weird or unique. Have ShowTime...each group then teaches the other groups one thing they learned.

Slip, Slap - (*Silly, energizer, common goal, focus*)

Players sit in circle with knees touching neighbor's knees. Or lay down on floor with faces toward center and shoulders touching. Hands interlace, either on neighbor's knees or in front of neighbor, on the floor. One player begins the hand slapping. Proceed noisily, in "handy" order around the circle, going as quickly as possible. Reverse! Start both ways at the same time and have a race!!

Octopus Tag – (*Have fun, expend energy, and work together*)

Prep: Lay out 2 boundary lines about 25 big steps apart. Gather 3 to 5 Koosh or foam balls. Select the Octopus...someone (the first time) who likes to chase and throw. “Fishes, fishes, swim in my sea.” “Octopus, octopus, you can’t catch me!” Players run from boundary to boundary, avoid being tagged by the Octopus or

it's tentacle players or balls. Tagged players remain in the sea, frozen, to help the Octopus tag more players. Last fish becomes next octopus.

See Ya! – (*Energize, meet lots of people quickly*) Form groups of 4 – 5 & meet each other. Leader calls categories (longest hair, nearest birthday, etc.). Each group decides quickly who best fills category. Leader calls, "Ready" and all the groups respond in unison with, "See Ya!" They leave the group to join an open group who is shouting "Over here!" Must reform with the original number.

Round The World Juggle – (*Closing, communication, focus, function inside of chaos within a structure, metaphor for leaving the group and going back to work*)
Prep: Play Group Juggle early in the program to establish norms. Clear entire area of chairs, obstacles, floor trash, etc. Action: Previously established juggle groups members toss Kooshes and move 5 - 10 steps away each time.

Zen Numbers – (*Know when to lead and to follow, develop focus, observation skills, work together, trust each other*) Form circle groups of 6 – 10. Groups count to 10, one number per person, beginning again when 2 people speak at the same time. When successful, count to 15, etc.

Toe Towers – (*Teamwork, leadership, planning, using the right people for the right jobs*) Teams of 15 – 20 begin on the ground and build the tallest vertical tower of feet without using other resources – no tables, chairs, walls. Tower is connected heel to toe. Offer spotter training.

Car, Car – (*Trust, communication, leadership*) Sighted drivers move unsighted cars around the activity area, directed by a facilitator – country driving, city driving, freeway driving. Be careful – don't get a ticket!

Draw Me A... – (*Communication, vision, perception*) Team members taking timed 10 second turns, drawing parts of a picture – you need paper, markers.

60 in 60 – (*Problem solving, collaboration, sharing ideas*) Small groups work to earn most points in 60 seconds

- Each group divides itself in half.
- Each half begins on opposite side of the dividing line.
- Every ball catch is worth one point. No hand offs.
- Each player makes a catch before anyone makes a 2nd catch, etc.
- Ball must cross the dividing line before a point is scored.
- After tossing the ball, tosser crosses the dividing line immediately

If life doesn't offer a game worth playing, invent a new one.

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