

Time Fillers

Up Jenkins

Everyone needs to sit around a table with half the group on one side and the other half on the other side. One side has a small object like a rock and they all put their hands under the table and start to pass the object back and forth to each other. The other team waits for the facilitator to say "Up Jenkins". The team passing the object then brings their hands on top of the table with their hands closed. The other side of the table has to guess who has the object. If the guess correctly then they get the object, if they guess wrong the other teams get to pass the object again.

21

Stand or sit in a circle. The object of the game is not to be the person who ends on the number 21. One person starts counting and you can only say one or two numbers then it is the next person in line turn to say one or two numbers. This continues until you get to 21 and that person is out. Continue the game till there is one person left.

Crossed/Uncrossed

Initiate the activity by passing 2 sticks to the person sitting to their left or right in the circle. The leader may say one of two things "I am passing these sticks to you crossed." Or "I am passing these sticks to you uncrossed." Each player is to individually receive the sticks and then pass them on crossed or uncrossed. The key to this is how you are sitting. If your legs are crossed you are passing the sticks crossed if your legs are uncrossed you are passing the sticks uncrossed.

Egyptian Numbers

Find about 5-8 stick, pencils, markers, etc. Tell the group that you know how to make Egyptian numbers and arrange the sticks in front of you. First tell the group that the number can only be between 0 and 10. Then ask them what the number is. As you are sitting with the sticks in front of you put your hands on the table and hold out as many fingers as you want the number to be inconspicuously. The group needs to figure out how the number is decided. If you are putting out 3 fingers the number is 3.

Going Camping

The facilitator starts the activity by telling the group that they are going camping and they need to figure out the game. Say that you want them to listen and try to do the same as they do. They say "I'm going camping and I'm taking some _____ with me." In the blank they say an object that starts with the same letter of their first name. Continue by saying it is your turn. The players will usually figure out that they are to say they are bringing something with that starts with the first letter of their first name. For older players, a variation could be that they have to bring things that spell out their name.

Riddles

- Where was King Solomon's temple? (on his head)
- What is the difference between here and there? (the letter T)
- What can you give away and still keep? (a cold)
- What table hasn't a leg to stand on? (multiplication table)
- What bow can't be tied? (a rainbow)
- What word is always pronounced wrong? (wrong)
- What is a pig after it is 3 days old? (4 days old)

Don't Smile

Look eye to eye with a child and challenge them to try not to smile for 5 seconds.

Bang Your Dead

The leader of this game says "Bang your dead!" and then waits for a response from someone in the group indicating whom they think the leader shot. The leader will then answer the person by saying either yes or no. Then you begin again adding actions, etc. to throw the guessers off the real trail. The clue in this game is, whoever makes the first verbal response is the victim.

Black Magic

You are a mind reader. Your partner is your accomplice and volunteer helper. Hide your eyes and leave the area while everyone else picks an object. When you come back the helper starts asking if it is this book? Is it the chair? There are many things it isn't. It is the first object after pointing at a thing which is black.

Minute Mysteries

You can only ask yes or no questions.

1. A man on an island a mile from shore must get to the mainland. There is no boat, plane, radio, or other signaling device. There is nothing on the island, no trees, no cabin, no building materials. The lake is thirty feet deep. There's no bridge. He cannot swim.

Answer: It's winter, he walks

2. A man lives on the 20th floor. Every morning he gets in the elevator, rides to the main floor, goes to work, comes home and gets in the elevator. He rides to the 14th floor, gets out and climbs the last six floor via the stairway. Why?

Answer: He's a midget and can't reach higher than the button marked 14.

3. Two men lay dead, and there are 52 bicycles in the room. What happened.

Answer: The bicycles are Bicycle playing cards and the 53rd card is proof that one man was cheating. They shot each other.

4. John wakes up one morning to find beside his bed a pool of water, some broken glass, and Mary lying dead on the floor. John knows he's killed Mary. How does he know?

Answer: Mary is a gold fish and while John was asleep he knocked her goldfish bowl off his night table to the floor.

Teambuilders

Impulse

This is a good game to introduce goal setting to your group. It works best with groups of fewer than thirty players. Get the group into a circle and have everyone hold hands with the person beside them. Choose a starting person. Have the starter squeeze one on the hands they are holding and have that person (the one receiving the squeeze) squeeze the hand of the next person and so on. The hand squeezing continues so that the impulse goes around the circle until it gets back to the player who started it. Have the group pick a goal for the amount of time it might take for the impulse to go around the circle. Have the group try it with their eyes closed, is it faster or slower? Try sending an impulse in both directions at the same time by having the starter squeeze both hands at the same time.

Line Challenges

The object for line challenges is to line up in an order as specified while blindfolded or with out any verbal communication. Then exemplify the importance of planning, these challenges may be given without planning time and then tried a second time with planning.

Number Line- each player is given a number and then they are to line up in order of number without talking.

Height Line- the object is for the group members to line themselves up according to height while blindfolded.

Birthday Line- the object is for the group to line up according to month of their birthday while blindfolded or mute.

River of Hot Chocolate

The object is to have the group move across a designated area using only the paper plates provided (about 5). All of the players that are crossing the designated area must be standing on the plates as they cross. Any plates that have been placed into the designated area and put into use must be stepped on until the end of the game. If the players fall or step off of any plate so that it becomes completely vacated (no one is stepping on it) that plate is taken away from the group.

Human Zipper

This is a trust activity. Have the group line up like a zipper, create 2 lines facing each other, then the players need to put their arms out straight alternating arms (like a zipper). One player then goes about 20-30 feet away from the group. They then proceed to start running and need to keep their speed up trusting that as they get to the zipper the rest of the team will lift their arms in the air so the player will run through unharmed.

I Like

This is a get to know you game. Everyone stands in a circle, they need to mark their spot with a paper plate, carpet square, etc. There is one person in the middle. The person in the middle will then say something they like to do, eat, hobbies, etc. Then everyone in the circle who likes the same thing needs to run to the middle of the circle and give someone a high five and then find a spot in the circle. The person who is left is the new person in the middle and they say something they like and the game continues.

Pass the Can

Have the players sit in a circle. The goal is for the group to pass the can around the circle without letting it touch the ground and without using their arms or hands. The answer is to use your feet.

Moon Ball

Scatter the group within given boundaries. A well inflated ball is used as the object of play. The object is to see how many times the ball can be hit before it touches the ground. No camper can hit the ball twice in a row. With each round, have the group set goals for itself or try to pass a previous score.

PROCESSING QUESTIONS

1. What made these activities hard?
2. On a scale of 1 to 10, how well did you listen?
3. How well did you communicate your ideas to the rest of the group?
4. What is harder for you, listening or contributing your ideas?
5. Why is it important to both listen and contribute?
6. What are some things you learned about one another?
7. Why is it important to know people on our team?
8. Did any of these activities make you uncomfortable? Why?
9. How well did you communicate as a group?
10. How well did you cooperate as a group?
11. How were decisions made?
12. Was there a leader or several leaders?
13. What kind of encouragement was given during the activity?
14. Did the group develop a plan? How was it accomplished?
15. How did you feel about the limitations placed on you?
16. Did you encounter problems you had not thought about? What did you do about them?
17. What could you have done differently?
18. Before you began, did you think you could do it?
19. What did you learn about others?
20. What did you learn about yourself?
21. What contribution did you make to the group?
22. Describe this experience in one word.
23. How can you relate some of the things you have learned from the initiatives, to situations you will encounter in real life?
24. What is one important thing you have learned from the program?
25. What is the difference between cooperation and competition?
26. Why is it important to work with everyone in your group?
27. When someone became frustrated, how did you deal with it as a group?
28. How did your group change from the very first activities that you did, to the very last?