



Erasmus+

*KA2- Cooperation for innovation and
the exchange of good practices
Strategic Partnerships for school
education*

GAMES



ACQUAINTANCE WALK

we need: a drum

& To be successful, the action needed at least more than 15 people

The pupils walk into the room and when they hear the sound of the drum they stand still and they watch the pupil that is right in front of them. When they hear the sound of the drum for the second time they continue their walks (they have already agreed that the first hit of the drum means “walk” and the second hit means “stop”). With the next hit they stand still again, they look at the pupil in front of them and they smile. Subsequently they do the same thing but at the end they shake hands. At the fourth part they add a type of dialog “hi, I am (their names), what is your name,…” the action continues till they meet all the pupils.



FIND SOMEONE WHO....			
LIKES SWIMMING	LIKES PLAYING FOOTBALL	IS AN ONLY CHILD	HAS TRAVELLED BY PLANE
HAS VISITED A FOREIGN COUNTRY	IS GOOD AT MATHS	LIKES PLAYING THE GUITAR	HAS TRIED AN EXTREME SPORT
LIKES DANCING	LIKES PLAYING THE PIANO	HAS TAKEN AN AUTOGRAPH FROM A FAMOUS PERSON	HAS GOT TWO BROTHERS
HAS WON A COMPETITION	IS GOOD AT COMPUTERS	LIKES PLAYING BASKETBAL	LIKES SINGING

Each student must complete the table by asking other students personally. It is forbidden to ask aloud who does this ...

When one completes the table, yells bingo and sits down. The game continues until all students to finish.



PAPER IN BACK

MATERIALS

Papers, Markers, Adhesive Tape.

INSTRUCTIONS

1st Stage : Let's stand up and stick a piece of paper in our backs, with the assistance of the rest of us. Then, let's write what we really like about each other on this paper.

2th Stage: Have you written on everyone's back? Let's remove the papers on our backs. Each of us is going to have some time to read his/her paper.

3st Stage: We are all going to sit on a circle. Do you want to discuss about it?

NOTES FOR ENCOURAGEMENT

- Sometimes, the members ask their peers to write negative parts of their characters too . We insist that you should write positive characteristics only.
- Questions for conversation
Were you surprised about what you've read?
Is there anything that you couldn't recognize about yourself?



INNOVATIVE GAMES AND ACTIVITIES FOR TEAM FORMATION, ACQUAINTANCE AND BREAKING ICE BETWEEN THE TEAM MEMBERS, TO BOOST CONFIDENCE, PROMOTE TEAMWORK

1. GROUP JUGGLING

Group Juggling is a great, high-energy active icebreaker activity that helps participants learn the names of the other people in the group. It works best when it is played in groups of about 15-20 people. If you have more than this number of breakers, you can divide into smaller groups. This game can also serve as a team-building activity if people do not know each other well.

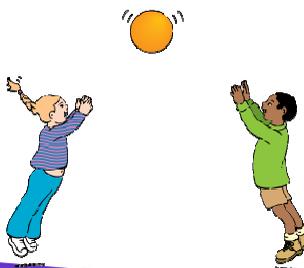
Setup for the Group Juggling Activity

This game is best played outside in a grassy area, or in a large, open space indoors. You will need several soft balls/tennis balls or other soft fun objects, like rubber chickens and stuffed animals. Dog toys (preferably unused) make great choices too, as they usually come with great sound effects.

Playing the Group Juggling Activity

Ask the group to form a large circle, with everyone facing the center. Start by tossing the ball across the circle to another person. As you toss, say the name of the person to whom you are tossing. This lets them know the ball is being sent to them and lets everyone hear their name. Once that person catches (or retrieves) the ball, they pick someone else, shout their name and toss them the ball. Play continues with the ball until it makes it to everyone in the group. Once someone has received the ball, they cannot get it again. Last person in the group throws it back to the group leader. Practice the pattern a few times, always tossing to and receiving from the same person in the group. Once your group has the pattern down, start adding more balls/objects, this is where the mayhem really begins. Keep going, try to get at least five objects going at once. Feel free to try again with a new pattern and mix it up.

This game takes about 10 minutes in a group of 20-30 people. If you have more than 30 players, consider dividing into two circles to keep the throws within easy catch and toss range.



2. THE DICTIONARY GAME

Type: Indoor

Number: Medium Group (10 - 19 people)

Age: High School - Adults

Time: 15 - 20 minutes

Summary: Fool other teams into choosing your team's definition.

Goal: Get the most points by choosing the correct definition or fooling the other team into choosing your definition.

Preparation:

- You'll need a pen/paper for each group
- Download and print about 4 to 7 team worksheets. Print out the key worksheet for yourself.

How to Play The Dictionary Game:

1. Split everyone into groups of 3. Pass out the worksheets (one per team). Each team needs to create definitions for each word. The object is to create the most dictionary-sounding definition, even if you don't know what the word means. After about five or six minutes, collect all of the worksheets.

2. Read the first word aloud. Read all of the team's definition for the word, including the correct word definition. Each team has to choose which definition they believe is correct.

3. If the team picks the right definition, they get 1 point. If a team's definition gets chosen by other teams, the team with the definition gets 2 points for every team they fool. Continue with the rest of the words. The team with the highest points wins the game.

<http://www.greatgroupgames.com/the-dictionary-game.htm>



Worksheet:

- 1.Cityscape-
- 2.Bagpipes-
- 3.Fanzine-
- 4.Whodunnit-
- 5.Blockbuster-
- 6.Chick flick-
- 7.Spaghetti western-
- 8.Calypso-
- 9.Boogie-
- 10.Heptathlon-

**Answer Key**

- 1.Cityscape- (art): the appearance of a city or urban area, a picture of a city
- 2.Bagpipes- (musical Instrument): a musical instrument played especially in Scotland
- 3.Fanzine- (literature): a magazine that is written and read by fans of a musician, sports team, etc.
- 4.Whodunnit- (theatre): a story, play etc. about a murder in which you do not know who did the murder until the end
- 5.Typhology-(science): study of blindness
- 6.Chick flick-(film): a film/movie that is intended especially for women
- 7.Spaghetti western-(film): a film/movie about cowboys, made in Europe by Italian companies
- 8.Calypso-(music): a caribbean song about a subject of current interest
- 9.Boogie-(music): a typr of blues music played on the piano, with a fast strong rhythm

Lost on a Deserted Island

Lost on a Deserted Island is a team building activity that also helps people share a little about themselves. Given the scenario that everyone is lost and stranded on a deserted island, each person describes an object which they bring and the reason of bringing the object.

This game is a *teambuilding* and *get-to-know-you* icebreaker. Each group had better not consist of too many members or few. Average number is better. An indoor setting is ideal. No special props or materials are required. This icebreaker works well for any age including adults and also corporating settings.

Instructions for Lost on a Deserted Island

The situation is dire — following a shipwreck, everyone has been stranded on a deserted island! Each person is allowed to bring one object to the island — ideally something that represents them or something that they enjoy. The first part of this icebreaker is simple: each person is asked to describe what object they have brought and why. This doesn't have to be realistic; if someone loves music, he or she might choose to bring a guitar, or an animal lover might choose to bring a dog, a food lover might choose to bring sirloin steaks, and so on. Encourage the participants to be creative.



After every one has introduced their object and why they have chosen that object, the team building part follows. Divide into smaller groups and ask everyone work together to improve their chances of survival by combining the various objects that they've introduced. If necessary, you can add more objects, but be sure to use all the objects that every one mentioned. If you wish, you can reward the most creative group with a prize.

Lost on a Deserted Island is an approachable way to get people to open up and share about themselves and what they enjoy or value.

Who Done it ?

WhoDonelt? is an icebreaker that reveals interesting (and sometimes incredible!) things people havedone. It's a simple guessing game that is straight forward to play.

This game is a *get-to-know-you* style icebreaker in which players try to guess which person corresponds to each item written on notecards. The recommended group size is a medium sized group of about eight to sixteen people, although the game can be adapted to accommodate other sized groups. Playing this icebreaker indoors is preferable. Materials required are: several notecards and pens. WhoDonelt? Can be played by participants including college students and adults in corporate settings.



Setup and Gameplay for WhoDonelt

This game can be played individually or with two teams. For extremely large groups, choose ten volunteers and split them into two teams of five. To set up the game, pass out an index card and a pen for each participant. Ask each person to write down something interesting they have done. Examples as the followings:

- I went sky diving once.
- I got arrested before.
- I once drank a gallon of milk.
- I have lived in seven different states.
- I have eaten bugs before.

Try to instruct people to write a fact that most people don't know – the sillier (or more unbelievable) the better it is. Collect all the cards (separate them into two piles (If there are two teams)). Shuffle the cards and then pass them back out. Each person (or team) takes turn sreading aloud their card and then the reader must guess whose fact he or she read. After he or she guesses, the guessed person simply says “yes” or “no”. If the person guesses correctly, the guessed person can briefly explain what they wrote (if requested). The guessing continues until all cards are finished. Everyone reveals who wrote which card at the end.

The *WhoDonelt?* game is a good, simple get-to-know-you game that is especially good for groups with new people as it helps people get to know each other better and break the ice. Sometimes humorous facts can be revealed, leading people to exclaim, “You did WHAT?”

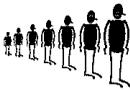
4.1.2 "Can you see what I see? Can I see what you see?"

Everybody sees things differently – so how about looking at your meeting room? Participants choose a particular view they like and show it to others. In addition to encouraging empathy between people, this energiser can be useful for helping team and participants create a more informal setting for the activity.



Resources needed

- Meeting room which allows participants to move around relatively freely
- A piece of A4 paper and a pen or pencil for each person
- Sticky tape (approximately one per every six persons)
- Only one facilitator is needed



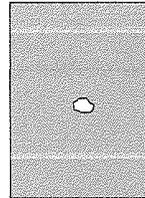
Group Size

Any



Time

15 to 20 minutes minimum



Step-by-step

- 1 Each participant receives a piece of A4 paper and a pen/pencil
- 2 The facilitator explains that participants should write their names on and then tear a hole in their paper so that it looks then like a picture frame (actually, it does not really matter what shape the hole has as long as you can see through it).
- 3 Then everyone has to find a view or an object on which to stick their frame. They are invited to use their imagination – nothing is prohibited!
- 4 After this the participants invite each other to look through their frames and describe what they see.
- 5 The energiser is finished once the facilitator has the opinion that participants have seen through the majority of frames.



Reflection and evaluation



No debrief is necessary for this energiser, but a discussion can be productive. Suggested questions:

- how was it for you to choose something you found interesting with no restrictions?
- how did you help others to see exactly what you see?
- what surprised you?
- how did you manage to see what others could see in their frames?



This method alive

Do not be surprised by the range of positions which participants find themselves in when they stick their frames to (or near) their preferred object. It has been known for frames to be fixed on lamps 3 metres high, or on the underneath of radiators, etc. This energiser can be useful for starting discussions about empathy or constructivism.

Source: Andi Krauss, Network Rope

4.1.5 "The onion of diversity"

Never mind what group, we have a lot in common and many differences, which complement each other. A small exercise to discover it – fun!



Resources needed

Big free space in a room



Group Size

From 10 to 40, even number of participants required!

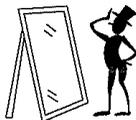


Time

Up to 30 minutes

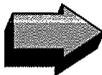
Step-by-step

- 1 Participants are asked to form an inner and an outer circle (standing for the onion layers), people face each other in couples.
- 2 Each couple has to find (very fast) one thing (habit, aspect, background, attitude...) they have in common and find one form of expression for it (you can leave the form of expression free or indicate every time a different one: "Sing a song", "make a short mime", "create a poem in two lines", "express it with noises", "express it with a symbol"...).
- 3 Once this is done, the outer onionskin moves to the right and each new couple has to find a similarity and express it. You can as well give indications for the type of similarity (favourite food, what I disliked in school, family, music, habit, attitude, political statement...), going every time a bit "deeper" in our onions.
- 4 The couples can change several times, till the circle is finished (depending on group size). A more difficult variation would be to search for differences in the couple and to express their complementarities (or find an expression / situation integrating both).



Reflection and evaluation

Can be followed by discussions about: Which similarities/differences amazed us? Where do they stem from? How far can our differences be complementary?



This method alive

Can be a great icebreaker, but could also be used at the end of a unit (farewell onion), or to work out identity elements or... (it all depends on the questions you put)! Attention: can be loud and chaotic!

Source: Claudia Schachinger

Name plus gesture (the game for a few people)

The participants stand in a circle. The first person tells his or her name showing a gesture at the same time. Other people repeat this action. The second person tells his/her name and shows another gesture. Other people repeat the name of this person and all the gestures from the beginning (the gesture made by the first person plus gesture of another person and so on.) Lots of laughter during this "dance" guaranteed.

Fortune Teller

Each participant writes a short description of his/her on a sheet (approach to business, temperament, favorite food, etc.). After mixing sheets everyone gets someone's characteristics, and then tries to guess its owner.





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