

GAMEBOOK '98



CHILDRENS INTERNATIONAL SUMMER VILLAGES

NAMEGAMES

MY NAME IS...

Goal: Learn names
Materials: None
Time: 10 – 15 min.
Age: All
Persons: All
Preparation: None

Everybody sits in a circle and the first person starts by saying his name and an animal with the same first letter – and doing a gesture: Example: "Hi, I am Mike, the mouse" Then everybody says: "Hi Mike, the mouse" and do the gesture. Then the next person continues and so on.

There are many variations to this game...let the imagination tell you what to do.

NEWSPAPER GAME

Goal: Learn names
Materials: Newspapers
Time: 30 min.
Age: All
Persons: Groups of 10 people
Preparation: None

Divide the participants into groups of 10 people and give one person in the middle a newspaper. Someone says a name and the person in the middle has to find that person and touch him on the knees with the newspaper, before that person calls out another name. If he does, the person in the middle looks for the new person and so on.

If the person is too slow, he becomes the person in the middle.

You have to say another persons name, before you sit down. If not, you can be touched and you are "it"

CIRCLE OF FEELINGS

Goal: Learn names
Materials: None
Time: 10 min
Age: All
Persons: 10 – 30 persons
Preparation: None

Everybody stands in a circle. The first person walks in the middle and says his name in an aggressive way and moves back to the circle. Now everybody has to walk in the middle at the same time and say his name like he did – even the bodylanguage. Then the person walks in the middle again and says his name softly, and they all have to do the same.

Then the next person does the same and everybody repeats. This goes on until everybody have said their name twice.

BALLOONS

Goal: Learn names
Materials: Balloons, pens, music
Time: 20 min
Age: All
Persons: All
Preparation: Yes

Preparation:

Blow up as many balloons as there are participants and write each name on the balloons.

Activity:

The music starts and everybody walks around, hitting the balloons. When the music stops, each participants has to grab a balloon, read the name and find that person.

RUNNING-GAMES

CATS AND MICE

Goal: Have fun
Materials: Big space
Time: 30 min
Age: All
Persons: All
Preparation: None

You stand in couples, with one arm around your partners arm. 2 participants are chosen to be a cat and a mouse. The cat has to catch the mouse and they run around the other participants. The mouse can get a hold of an arm form one of the couples. Then the cat turns into a mouse and the person standing next to the person who were just crabbed, are now the cat and has to catch the mouse.

If the cat catches the mouse, they swap positions.

AMOEBAS

Goal: Have fun
Materials: None
Time: 10 min
Age: 9 +
Persons: All
Preparation: None

Human Being = acting normal
Monkey = jumping around and sounds like a monkey
Rabbit = the hands acts as ears, going up and down
Snake = Puts 2 fingers on the forehead and sounds like a snake
Amoeba = "Swims" around

In the beginning, everybody are amoebas. The participants goes to another one of it's kind and makes "Paper, scissors, stone". The winner goes one step up the ladder – the looser goes one step down. When half of the people are humans, the game stops

MONUMENT

Goal: Have fun
Materials: Cans or bottles
Time: 10 min
Age: All
Persons: All
Preparation: None

Divide the participants into groups of 10 – 12 people and make them form a circle, holding hands. In the middle, you place a "monument" made of cans or bottles. They now have to pull or push each other, so that someone else stumbles into the monument.

HOSPITAL GAME

Goal: Have fun and work together
Materials: Big space
Time: 30 min
Age: All
Persons: All
Preparation: None

Use a big field and make 2 of the sides hospitals. They are freezones. Select 4 – 5 people – they are going to be viruses. Now people have to run from one freezone to the other. If they are touched by the viruses, they have to lie down on the ground.

The only way they can be cured, is if 4 people carry them to one of the hospitals. When the 4 persons are carrying a person, they can not be touched by the viruses.

CATCH THE HAT

Goal: Have fun
Materials: A piece of cloth
Time: 30 min +
Age: All
Persons: All
Preparation: None

2 teams standing on a line 20 meters from each other, facing each other. In team 1, each participant gets a letter, in team 2 they get a number. The cloth is lying right between the 2 teams. The leader shouts a letter and a number, and the 2 persons has to run and get the cloth and return to their team. The person not catching the cloth, has to dash the other person before he/she reaches the team. When everybody has tried, the game stops and the winning team is found.

HODADADADADA....

Goal: Have fun
Materials: Big space
Time: 10 min
Age: All
Persons: 20 +
Preparation: None

The participants are divided into 2 teams and stand on both sides of a line. A person from team 1 runs into the field of team 2, while shouting: "Hodadadadada...." – in one breath! He has to touch as many people as possible and return to his own team. If he loses breath before returning, then he is a part of the other team.

Team 2 has to try to stop him from returning, by making a "human wall". They can stand in his way, but their arms have to hang down and they can not reach out and grab him.

If he returns safely, all the people who were touched move to team 1. Then it is team 2's turn.

HUGGING

Goal: Have fun
Materials: None
Time: 20 min
Age: All
Persons: 20 +
Preparation: None

One person is "it" and chases the other people. If you are touched, you stand with your arms to the side. To come alive again, another person has to give you a big hug.

TWICE AROUND THE HOUSE

Goal: Have fun
Materials: A house
Time: 20 +
Age: 11 +
Persons: 20 +
Preparation: None

One person is the hunter. The others stand in one group and they have to run twice around the house, without being touched by the hunter. He runs in the opposite direction than them. If you are touched, you go back to start and try again. The hunter can not stand still and can not go in their direction.

LAST COUPLE, GO!

Goal: Running, have fun
Materials: Big space
Time: 30 min
Age: All
Persons: 10 +
Preparation: None

The participants are divided into couples and stand on line behind each other. One person is "it" and stands in front of them, facing the same direction. He shouts: "Last couple, go!", and the last couple then have to run on each side of the group, pass the person, who now tries to catch one of them. If they can manage to hold hands again, without being touched, he is "it" again and they stand in front of the group and he shouts again.

If he manages to touch one of them, they are the new couple and the partner is "it".

CATCH IN PAIRS

Goal: Have fun
Materials: Big space
Time: 30 min
Age: All
Persons: 20 +
Preparation: None

One person is "it" and has to catch the others. When he does, they have to hold hands. When they are 4, they split up in 2 couples etc.

CAPTURE THE FLAG

Goal: Have fun and work together
Materials: 2 flags (clothes), big area
Time: 45 min
Age: All
Persons: 40 +
Preparation: None

Divide the participants into 2 teams, red and blue and give each team the half of the field. Each team gets a flag, they have to hide somewhere on their half – but a part of the flag should be visible. They also have to have a prison, where captured people from the other people stand.

The object of the game, is to run into the other teams half, get the flag and return safely to your own half.

Rules:

- You can only be touched and captured on the other teams half.
- The prisoners can form a line, holding hands. If a teammember touches one of the people, they can all run home - but can also be captured on their way.
- If the flag is taken by a team, but lost on the way home, the flag has to stay there – it can not be hidden again.

STAFF IS COMING

Goal: Have fun
Materials: Big space
Time: 10 min
Age: All
Persons: All
Preparation: None

Divide the participants into 4 groups. Name them Kitchenstaff, Leaders, Children and JC's.

The 4 groups stand in each corner of the field. In the center, a person called Campdirector (CD) stands. When he shouts, for example: "All children out", the children start running around the CD. The CD can shout: "All leaders out", and then this groups also start running around the CD.

Then, when the CD suddenly shouts: "Staff is coming!", he runs out and tries to catch as many people as possible, while they try to get back to their corner = Freezone

The ones who are caught, become "staff". The game continues until everybody is "staff"

STREETS AND AVENUES

Goal: Have fun
Materials: None
Time: 30 min
Age: All
Persons: All
Preparation: None

Organise the players into a rectangular grid, or maze, spaced so that they stand two arms lengths away from their partners in all 4 directions. If you have an awkward number of players you may leave out up to 2 players - they will be given roles later in the game.

Before the game starts it is best to rehearse changing the maze:

Start with all the players facing in the same direction with their arms spread to their sides - this should create a number of rows. On the command 'Turn' everyone should turn round 90° - don't be too worried which way just as long as it is a quarter turn. This changes the maze from rows to columns.

Two players a 'cat' and a 'mouse' will run around the maze, the cat trying to catch and tag the mouse. They may run around the maze and along the lines of arms but must not pass or stretch across them. The leader can shout 'Turn' at any point during the game to change the maze. Thus you may suddenly prevent the mouse getting caught or put the mouse very close to the cat. When the mouse is caught start again with another pair or start with a new mouse and allow the old mouse to 'grow' to a cat.

IN WATER – ON BEACH

Goal: Have fun
Materials: A large string
Time: 10 min
Age: All
Persons: All
Preparation: None

Put the string on the ground and tell people to stand on one side. It is the beach. If they jump forward with both legs together, they are in the water. The leader has to give commands to them, that they have to follow. But only the right commands! The leader can say anything he wants, but the participants should only jump, when he shouts: "In water" or "On beach"

For example, if he says: "In beach" or "In water" and then "In water" again and they jump, they are out of the game.

CAPTURE THE FORT

Goal: Have fun, work together
Materials: 1 soccer ball
Time: 20 min
Age: All
Persons: Groups of 20 people
Preparation: None

Divide the participants into groups of 20 people. Divide each group into 2 teams: Attackers and Defenders.

Defenders form a circle, holding hands and facing outward, with their captain in the centre. Attackers surround the fort at about eight or ten paces distant. They try to kick a soccer ball into the fort; it may go through the legs of the defenders or over their heads. If it goes over their heads, the captain may catch it and throw it out. But if it touches the ground inside the circle, the fort is captured and the players change sides.

MINI BANANA

Goal: Have fun
Materials: None
Time: 30 min
Age: All
Persons: Groups of 30 – 40 people
Preparation: None

Divide the participants into groups of 30 – 40 people and have them sit down in a circle. One person starts, by running around outside the circle and saying: "Mini...mini...mini...", while touching the heads of the others. Suddenly he says: "Banana!" on one person. This person has to get up and run in the opposite direction and they both have to try to get back to that place in the circle.

Can also turn into a contact game:

When they meet halfway, they have to stop and shake hands or give a hug, before continuing.

STRATEGO

Goal: Have fun, work together

Materials: Paper

Time: 1 hour

Age: All

Persons: All, this example 70 people

Preparation: Yes

Preparation:

Write the titles on small pieces of paper - 2 of each. Here's an example, in order:

- 5 bombs
- 1 spy
- 6 scouts
- 4 miners
- 4 sergeants
- 4 lieutenants
- 3 captains
- 3 majors
- 2 colonels
- 1 general
- 1 marshal
- 1 flag

This game is played like the real stratego board game. Only here, the participants are the pieces.

Activity:

Divide the participants into 2 teams, red and blue and give each team a set of titles. Let them decide who will be who and let the game begin. The object of the game is to catch the other team's flag. If you catch a person, you don't show each other your titles. You go over to a leader, who looks at the notes and marks the loser with a spot on the hand. Then they are free to go and continue the game.

Rules:

- If you get 3 spots, you are out of the game.
- A person loses a battle, if he has a "lower" title. (look above)
- Bombs can move, but can not attack
- If you catch a bomb, you loose – except miners – they win.
- Every person wins a battle against the spy – except the marshal – he loses.
- The flag can move.

NON-VERBAL GAMES

SHOE GAME

Goal: Create groupfeeling, find a solution without speaking

Materials: Shoes.

Time: 20 min

Age: All

Persons: All

Preparation: None

Everybody has to have a pair of shoes. Put them all in a big pile and tell people to get a right and a left. They shouldn't be their own and they should be different. Wear the best they can.

Now they have to form a line with the shoes – this is done without talking. A match is when a person has a left shoe and the person on the left has the same right shoe. This means, that people will stand with the legs crossed together with their partners on both sides.

MATCH THE PUZZLE

Goal: Group-feeling

Materials: Pictures from magazines

Time: 15 min

Age: All

Persons: Groups of 8 – 10 people

Preparation: Yes

Preparation:

Find as many big picture in a magazine as there are groups. Cut them into pieces of puzzles.

Activity:

Divide the participants into groups of 8 – 10 people. Give each person a piece of the puzzle. Now they have to walk around and match their piece, to complete the puzzle. This is done without speaking.

HIGHWAY CROSSING

Goal: Cooperation, trust, non-verbal communication
Materials: Blindfolds, chairs as obstructions, paper
Time: 1 hour
Age: All
Persons: Pairs
Preparation: Yes

Preparation:

Write words or draw on paper.

Activity:

The pairs consist of one mute and one blind person. Their task is to cross a road with heavy traffic. At the other side of the road they must locate a box in which the blind person will find a card with a drawing or a word on, and bring it back to the other side of the road.

Back on the safe side of the road, the mute person must explain to the blind what the card reads. This must be done non-verbally.

When crossing the road, locating the box of cards and getting back to the safe side, the two members of the pair are not allowed to touch. The mute person will give directions by using non-verbal sound such as clapping, clicking of the tongue, etc. (The pairs should agree on a "language" before starting the exercise. They will at least need signals for "STOP", "GO", "LEFT" and "RIGHT".)

Back on the safe side of the road, when explaining the contents of the card, the mute may touch the blind. When the blind understands what's on the card, he will call the "POLICE" (which is a leader) and tell him/her what the card says. If the answer is correct, the roles in the pair are reversed, so that everybody can try both roles.

Some leaders should be "cars", running back and forth. If a pair is hit by a "car" they have to go back to the starting point. Any cards being carried at the moment will be lost.

To complicate, put out some chairs etc. to act as roadwork sites. If the blind walks into a "roadwork" site he will get lost and has to be guided back to the starting point. Any cards being carried at the moment will be lost.

Discussion:

- What did you think of the activity?
- How did it feel to communicate this way?
- Was it difficult?
- Etc.

GET TO KNOW YOUR NEIGHBOUR

Goal: Communication without talking

Materials: Pens and paper

Time: 30 – 40 min.

Age: All

Persons: 5 – 20 persons

Preparation: None

Everybody sits in a circle with pens and a piece of paper each. Now they have to draw their favorite "something"...animal, food, car etc. After this, they pass their drawing to the person sitting to the right of them and now this person has to act what is on the drawing, so that the others can guess it.

THE JUNGLE TELEGRAPH

Goal: Cooperation

Materials: Deck of cards

Time: 10 – 20 min

Age: 11 +

Persons: All

Preparation: None

The participants are divided into 2 teams. They lie on their backs, holding hands and with their heads touching the other teams heads.

The first person in each team are sitting up, facing the leader. The shows a card and depending on the color, they have to squeeze hands and send the signal to the last person, who knocks on the floor.

Red = You send signal, Black = You do not send signal. If a "wrong" signal is send, the other team gets a point. This is all done without speaking.

You can use dices or coins instead of cards.

SIMULATION-GAMES

FOOD, WATER & SHELTER (OH DEER)

Goal: Learn about nature

Materials: None

Time: 15 min +

Age: All

Persons: 10 +

Preparation: None

You divide into 2 groups – one is environment and the other is deers. In the environment, there is food, water and shelter, which the deers need to survive. The 2 teams stand opposite each other, with their bags against each other. The environment decides what they want to offer – some are water, others are food and others are shelter. The deers decide what they need right now. The signs are as follows:

Shelter = Form a roof over the head with the hands

Food = Both hands on the stomach

Water = Both hands form a cup at mouth

On signal, both teams turn and show their signs. The deers start running towards environment and towards a person, who has got what the deer needs. For example, if a deer, who needs water, reaches an environment-person with water, the deer brings the water to its team and the water turns into a deer in the next round.

If there aren't enough of for example food to the deers who are hungry, they die and turn into environment.

This goes on for a while, when suddenly a nature catastrophe strikes. Environment could decide, that now the only thing they can offer is shelter. The deers who needs food and water turns into environment.

Discussion:

- Can this be compared to real life?
- How did it feel when the catastrophe occurred?
- How fragile is nature in real life?
- Etc

STEREOTYPES:

Goal: Show stereotypes and prejudice. Know more about countries

Material: Big papers, pens, colors

Time: 2-3 hours

Age: All

Persons: All

Preparation: Yes:

Preparation:

Draw the contours of each country on 2 different papers and write the name of the country. Place them one on the floor. Put on some soft music.

Activity:

1: Everybody walks around and writes on the papers, what they know (or think) about this country – except their own. (1 hour)

2: Each delegation writes on the other paper, what they know about their own country.(1hour)

3: By turn, each delegation show the 2 papers and compare – what was the same and what wasn't. They also tell about the things they wrote themselves.

You can let the children explain on their own language. The leader can translate.

HANDICAP - DAY

Goal: Experience how handicapped people are living

Materials: Different things

Time: One activity or a full day

Age: 11 +

Persons: All

Preparation: None

The different handicaps are given during lunch. They can be blind, no arms, one leg, deaf etc. During this day, you have normal activities.

During each activities, it is very important to help each other. People might fall or get angry – leaders have to be aware of this. Each participant has to play the role well.

Discussion:

- How did people feel?
- Was it difficult?
- What about handicapped people in society?
- Etc.

BOATS OF FEELINGS

Goal: Talk about qualities, different people

Materials: None

Time: 1 hour

Age: 11 +

Persons: All

Preparation: None

The participants are divided into groups of 4. They are sitting in a boat, which is sinking. Each boat possesses a specific feeling: Love, friendship, respect and trust.

In each boat, there are 4 feelings:

<u>Love</u>	<u>Friendship</u>	<u>Respect</u>	<u>Trust</u>
respect	love	trust	respect
trust	understanding	friendship	friendship
understanding	friendship	understanding	understanding
friendship	trust	love	love

The participants have to decide which of these feelings, that is the most important and throw out the 3 others, before the boat sinks (Time-limit)

Each participant are one of the feelings and therefore have the chance to make points to why or why not that feeling should be thrown out of the boat.

NOTE!!! NO ANSWERS ARE RIGHT OR WRONG!!!

It is a good idea to talk about the feelings before and after. Different cultures have different meanings of the words.

YELLOW AND BLUE

Goal: Discussion about competition and cooperation

Materials: Yellow and blue notes, envelope, pens

Time: 1 hour

Age: 11 +

Persons: Groups with 4 - 8 people + 1 leader

Preparation: Yes

Preparation:

Write the text below on papers.

Activity:

The participants are divided into small groups with 4 – 8 people in each group. 1 group + a leader goes to a room. The groups are not allowed to talk to each other. They are given 10 yellow and 10 blue notes. They also get a piece of paper with this information:

"The goal for this game, is to get as many points as possible. You are playing together with the other group and you get points by sending blue and yellow notes to the other group. You get points according to this:

	A	B		
Group A sends YELLOW, Group B sends Yellow			+ 5	+ 5
Group A sends YELLOW, Group B sends BLUE	- 10		+ 10	
Group A sends BLUE, Group B sends YELLOW	+ 10		- 10	
Group A sends BLUE, Group B sends BLUE	- 5		- 5	

You send 10 notes all in all. You get 2 min. of discussion in your group, before sending the notes. A leader will bring the notes back and forth."

When the groups have send notes 10 times, all participants are gathered and the score is calculated, the points for group A and B, against the points from C and D etc.

After the results, you discuss the game:

- What kind of notes did you send and why?
- Did you agree in your group about what to send?
- Did you talk about working together with the other group, by sending YELLOW notes?
- Did you learn anything from the game?
- Can you compare this to the real world?
- What is most common: Competing together with or against...?

It is very important, that everybody understand the object of the game. The rules should be translated and written down to the participants before starting...

PEACE – WAR – PEACE

Goal: Experience how easy war is, how difficult peace is afterwards

Materials: Paper, colored pens, music

Time: 1 hour

Age: All

Persons: All

Preparation: None

Everybody sits in a circle, get a piece of paper and some colored pens. Soft music in the background. Tell the participants to draw and paint peace on their papers (20 min).

Then each participant send the paper to the left and everybody receives a new drawing, with peace on it. Tell them to draw or paint war on this new paper. (15 min)

Now the participants get their own paper back. Tell them to draw or paint peace again.

Discussion:

- Was it difficult to start drawing the first peace?
- How did it feel to give your neighbor your paper?
- Was it easy to draw war?
- Why did you do what the leader told you to do?
- Did you draw/make more war, when you looked at the other part.?
- How did it feel to get your own paper back?
- Was it easy to make peace again?
- Is this the way it is in real life?

IMPORTANT:

Leaders should be aware, that some participants can react very much to this game, by shouting or crying. They should be allowed to do this and they should talk about it afterwards.

NEVER DO THIS ACTIVITY WITHOUT A DISCUSSION AFTERWARDS!!!

AUCTION

Goal: Make people think about qualities, values

Materials: Paper and pens

Time: 1 – 2 hours

Age: 11 +

Persons: All

Preparation: None

Divide the participants into groups with 4 – 6 people. It is perhaps in a village, to do it in delegations. The groups have 10 min to come up with 10 things they would like to buy. The leader then writes all of the things from all the groups on a big piece of paper, so that everybody can see it.

The leader gives each group 1000 money. Now each group has 10 min. to agree on which things they want to spend their money on – and how much they want to spend.

When everybody is done, the auction starts. The leader in control of the activity, starts with the "small" things, like candy, soda etc. The leader chooses what amount of money it should start at, for example 10 money. Now the groups can bid on the things, verbal or by handraise.

The leader should start with "small" things and end up with "bigger" things, like love, honesty etc. If these things are not suggested by the groups, some of the adults can write them on the paper. Make sure that the groups do not spend more money than they have.

When all the things are sold, the leaders put up a piece of paper, showing what things the different groups bought.

Discussion:

- How did the group work together?
- Where anyone in charge?
- Did you get what you wanted?
- Did the things cost what you expected?
- What was expensive / cheap?
- etc.

AIR BALLOON

Almost the same as Auction. The story: Each group (4 – 6 people) are in an air balloon, but the weather is bad and they have to loose weight to avoid a crash!! They have bags, filled with for example love, trust, peace, clothes, money etc.

Then they are told to throw a bag out – they have 5 min. to agree and throw the bag out. The leaders should only translate, not participate in the discussion. Then they have throw out yet another and so on...they continue until they only have 2 bags left.

Discussion:

- As the auction
- Why are these bag left

IMPORTANT: NO ANSWERS ARE RIGHT OR WRONG!!

BUILD A CITY

Goal: Experience different regimes

Materials: Newspapers, clay, tape etc.

Time: 1 – 2 hours

Age: 11 +

Persons: All

Preparation: None

The participants are divided into 4 groups, with a leader in each group. They are told, that each group had to build a city, using the materials present. Each group have different ways of making decisions, for example:

Group 1: The majority decides what to do and how to do it.

Group 2: One person decides everything.

Group 3: Everybody has to agree on the decisions made.

Group 4: No one is in charge, people can do what they each feel like doing.

The participants are not told what kind of regimes exist in the other group, only their own. They are not told about the discussion afterwards, only that they have to build a city.

Discussion:

- What was the main purpose of the game?
- Did the groups succeed?
- What is success in this game?
- Was it a good way to make decisions?
- Etc.
-

SURVIVAL GAME

Goal: Duplicate real nature – show them that cooperation is a good thing

Materials: Paper, envelopes, colors

Time: 1 – 2 hours

Age: 11 +

Persons: In this example, 55 people

Preparation: Yes

Preparation:

Place 12 envelopes in the surroundings, each envelope containing 50 notes (food). All participants are marked with a color, to show what they are.

Activity:

Split the participants into the following groups:

Rabbits: 35

Foxes: 10

Hunters: 6

Plague: 3

Death: 1

You start by sending out the rabbits. They have to find the envelopes with the food and can take 2 pieces of food from each envelope. They can not take from the same envelope in a row.

After 10 min. the foxes are send out. They have to hunt the rabbits and when they catch one, the rabbit has to give the fox 2 pieces of food.

After 5 more min., the hunters are send out. They take 4 notes form the rabbits and 2 notes from the foxes. The plagues are send out after 5 min. more and they take 6 notes from the rabbits, 4 notes from the foxes and 2 notes from the hunters. After 5. min more, death is send out. If you are touched by death, you die. When you are dead, you lie down on the grown or move to a place with all the dead people.

The point of the game is to cooperate. The more you cooperate, the easier it is to survive.

Discussion:

- How did it feel to hunt / be hunted?
- Did you cooperate?
- Etc.

DRAW THE WORLD

Goal: Experience, that the world is "big"

Materials: Big paper, colors, pens etc.

Time: 1 – 2 hours

Age: All

Persons: All

Preparation: None

Divide the participants into delegations. Now they have to draw a map of the world – At least all the countries participating in the activity. Leaders should not participate. When everybody have finished, each delegation shows their map to the others.

"Hopefully" the delegations will draw their own country in the center of the drawing and it is often the biggest country.

Discussion:

- Did you get all the countries?
- Why / why not?
- Which part of the map is biggest? Why?
- Etc.

Afterwards, the leaders should have a real map of the world and show everybody where the countries are.

RICH AND POOR - # 1

Goal: Experience unfairness

Materials: A lot

Time: 3 hours to a full day

Age: 11 +

Persons: 15 + (In this example, the number is 50)

Preparation: None

PLANET NOWHERE:

- 3 persons from the country Ocean
- 7 persons from the country Atlantis
- 16 persons from the country Eldorado
- 16 persons from the country Nania
- 8 persons from the country Nangialia

Everybody are signed to a country, by a lottery. Each country gets 40.000 money. During the day, they have to spend money on different things, food, showers, clothes etc.

Discussion:

- How did it feel to pay for your own clothes?
- Did it bother you, that other people had more money – and therefore an easier day?
- Is it like this in real life?
- Etc.

RICH AND POOR - # 2

Goal: Experience unfairness

Materials: A lot

Time: 3 hours to a full day

Age: 11 +

Persons: 15 + (In this example, the number is 50)

Preparation: None

The participants are divided into 2 big groups – one is rich and the other is poor. Halfway through the activity / day, the two groups swap positions.

The rich group gets food first and more food, get free candy or soda, the poor are ignored by the others etc.

PROBLEMS IN MY COUNTRY

Goal: Experience problems in other countries + find solutions

Materials: None

Time: 3 hours

Age: 11 +

Persons: All

Preparation: None

Divide into delegations. The leader is there to help, but not to participate. Each delegation agrees on a problem in their own country and prepares a small drama act, where the problem is explained clearly. Perhaps non-verbal, but the leader can explain afterwards.

When all the drama is over, the delegations swap problems and talk about it, and prepares a small act with the solution.

In delegation-time, people can talk about what they have learned.

CONTRASTS

Goal: Reach an understanding of the differences in the world

Materials: None

Time: 1 – 2 hours

Age: All

Persons: Groups of 5 – 6 people

Preparation: None

Divide the participants into groups of 5 – 6 people. Now they have to perform and act on stage. The themes should be about differences.

Suggestions:

individual ⇔ group interest

peace ⇔ violence

a material society ⇔ a sharing society

cooperation ⇔ competition

poverty ⇔ wealth

justice ⇔ unfairness

hunger ⇔ having more than enough

tolerance ⇔ prejudice

Discussion:

- Have you experienced differences?
- Where and how?
- Can the act be transformed into real life?
- Etc.

PLANETARIANS

Goal: Work together, communicate with another culture

Materials: Fantasy

Time: 1 – 2 hours

Age: 11 +

Persons: 15 +

Preparation: None

A big group is selected to be Planetarians. They go to a room and now they have to come up with their own culture, language, bodylanguage etc. The group has to show emotions (happy, tired, angry etc.) They have to communicate with each other, like any other "real" culture.

The rest of the participants are divided into 3 groups (A, B and C). The groups should be smaller than the Planetarian-group. Tell them, that they have made an emergency-landing on a planet, and now they have to establish contact with the Planetarians, to get fuel and food. But to do this, they have to try to learn their culture.

Group A visits the Planetarians. They can not speak nor interact – only observe. They stay for 3 min. and then group B visits the Planetarians for 3 min. and finally group C. While waiting for the next visit, the groups should try to talk about the culture and try to learn it.

Visit number 2 lasts 4 min. During this visit, it is allowed to communicate with the Planetarians, the way the group learned from the first visit – if they can...

Visit number 3 lasts 5 min. and now the groups should try to communicate with the Planetarians and explain what they need to leave the planet.

After visit number 3 everybody meets and each group has to tell what they learned about the Planetarian culture.

Discussion:

- Was it difficult to make the first contact?
- How did it feel to make contact with an unknown culture?
- What about real life?
- Etc.

THE KEYS OF POWER

Goal: Experience the feeling of feeling used

Materials: Keys

Time: 1 – 2 hours

Age: 11 +

Persons: All

Preparation: None

Everybody sits in a circle, quietly. The leader walks in the middle, looking very serious. The leader has a set of keys and shows them to the group. The leader says: "That person, who has these keys in the hands, has all the power in the world and you all have to obey that persons wishes!!". Then the leader walks towards a person and give a task (An easy one: Bring me a cup of water, or give me a hug etc.)

The leader continues to give different persons tasks for a while, when he suddenly puts the keys on the floor and sits down in the circle. Hopefully someone else will rush in and grab the keys and now anything can happen (Revenge is bittersweet!!!) Continue until things go out of hand or until no one grabs the keys.

Discussion:

- How did it feel to have the power?
- How did it feel to be a "victim" of power?
- Is revenge that important? – Is that what you want?
- Who tried to get the keys? – Why?
- Who did not try to get the keys? – Why not?
- Etc.

ANOTHER COUNTRY GAME

Goal: Show prejudice, learn about countries

Materials: None

Time: 1 hour

Age: All

Persons: Groups of 4 – 8 people

Preparation: None

Divide the participants into groups of 4 – 8 people. Give each group a country-name and let them practice for 30 min. Then they have to act and show typical customs, gestures, situations from daily life, statues, dances etc.

Discussion:

- Where the things performed right?
- If your country were a theme, how did it feel?
- Etc.

LIFEBOAT

Goal: Make people think about qualities and values

Materials: None

Time: 1 hour

Age: 13 +

Persons: All

Preparation: None

Suggestions for characters:

Doctor, Pregnant woman, Prostitute, Thief, Professor in Chemistry (Age 67), HIV-positive, police-officer, model (age 20), actor (age 30), cab-driver, priest etc.

Divide the participants in smaller groups with 6 – 8 persons in each group. Give each participant a character and tell them to be serious.

These persons are sitting in boat in the middle of the ocean. There is a hole in the boat and water is coming in. To survive, one person has to leave the boat. Each group get 10 min. to agree which person should leave. Everybody has to act and defend their character and tell the others why they should stay in the boat.

5 min, later, more water is pouring in and another person has to leave the boat...this goes on until only one person is left.

Discussion:

- Who left as the first and why?
- How was the discussion on the boat?
- How was the atmosphere?
- How did it feel to leave the boat?
- How did it feel to stay in the boat?
- What kind of arguments did you use?
- Is the person leaving the boat a "lesser" person than the others?
- Etc.

You can give the characters positive and negative qualities:

- An HIV-positive doctor
- A priest, who was a drunk in early life
- Etc.

They can even be family or friends etc.

PUZZLES IN PAIR

Goal: Cooperation, understanding handicaps

Materials: Pictures, blindfolds

Time: 20 min

Age: All

Persons: All

Preparation: Yes

Preparation:

Find different pictures in magazines etc., and cut them into puzzles.

Activity:

Divide the participants into couples. Blindfold one and tie the arms on the back of the other. Now they have to complete the puzzle. The blind moves the pieces and the one with no arms tells him what to do

Discussion:

- How did it feel not to be able to move?
- Were the instructions ok?
- Etc

FOOTBALL

Goal: Experience handicaps

Materials: 2 goals, a field and a football

Time: 30 min.

Age: 11 +

Persons: 10 +

Preparation: None

Divide the participants in 2 teams. Each team make couples and they have to hold hands, hold arms etc. and the game starts.

To make it difficult, you can tie the feet together.

To make it even more difficult, but perhaps more fun, the couples have to stand back to back while playing.

THE TOWER

Goal: Experience what communication can do

Materials: Wooden blocks in various sizes

Time: 15 – 45 min.

Age: 11 +

Persons: 5 +

Preparation: None

Divide the participants into groups of 5 people. Give each participant 5 wooden blocks and tell them to stand in line. Now they have to build a tower – without talking at all. They put one wooden block down by turn, until they are finished. Blocks that fall down are removed by the leader. Finally, the tower is measured.

They get the blocks again and now they can talk about a strategy, before building. But when building, they have to be quiet. Measure it again.

They get the blocks again and now they can talk before and during the building. Measure it again.

Discussion:

- Did you cooperate?
- Was it difficult not to talk?
- Was it frustrating not to talk?
- Etc.

THE COURT

Goal: Have people think about justice and difficult decisions

Materials: None (maybe costumes)

Time: 2 hours

Age: 13 +

Persons: All

Preparation: None

This activity works like a drama. It takes place in a court, with attorneys, witnesses, a judge, an audience, a jury etc.

Suggestion:

Two 13-year-old children are accused of robbing 2 apples from a shop.

Divide the participants into the different roles and give them some time to prepare themselves. Don't tell anything to the jury – they have to be impartial. The groups might need some help during the preparation, but let them use their own suggestions.

When the court settles, each "role" has to play it's part. Finally, the jury will make a verdict and this should be discussed in the entire group.

You can make many different situations or complicate others.

Suggestions:

- The children have a sister who is sick and hungry and they had no money
- The owner of the shop is very rich
- The owner throws old apples out anyway.
- Etc.

THE PERFECT CITY

Goal: Experience and be aware of manipulation

Materials: Paper, pens, color

Time: 1 hour

Age: 11 +

Persons: All

Preparation: Yes

Preparation:

Each leader has to be told what kind of city, he wants them to build.

Activity:

The participants are divided into groups of 4 – 6 + 1 leader in each group. They have to build "the perfect city", by drawing it on the paper. But what they don't know, is that, the leader will try to manipulate them into building the city, like he wants it. But he can not say it directly.

In one group, the leader has to try to make the group make absolutely nothing.

Afterwards, the groups show their city to the other groups and explain, why their city is the perfect city. When all this is done, the participants are told, that they were manipulated by the leaders.

Discussion:

- Did the participants do what they wanted or did they follow the leaders ideas?
- What about the group, were the leader should make them do nothing?

The leaders can have different qualities: One can be strict, another silent and understanding etc.

LAKE UTOPIA

Goal: Understand the importance of international cooperation to solve common problems.
Enlightenment with respect to international problem solving mechanisms.

Materials: None

Time: 2 hours

Age: 13 +

Persons: All

Preparation: Yes

Preparation:

The participants are divided into seven groups, reflecting the seven nations around Lake Utopia. The groups should be sent to different locations on the camp site. Each of the groups receives information on their own country. The individual information sheets are enclosed. It is crucial that information does not leak from one country to another in this phase.

Activity:

One envisions a meeting in a multinational body of authority (e.g. the United Nations) where the only issue on the agenda is the pollution of Lake Utopia, and its subsequent extinction of fish. All the participating countries attend the meeting with the intention to solve this problem, but also to obtain a solution which is as favorable to themselves as possible.

Each nation gives an opening address to present their views and intentions. (In this stage of the process, it may be beneficial to keep some secrets. It is up to each nation to select a negotiating strategy to suit their overall aims.

Negotiations:

Each nation is allowed to initiate limited number of negotiations, defined in advance by the leader group. To answer an initiative taken by others is not regarded as spending from this quota. In general, the number of initiatives each nation is allowed to make is lower than the number of natural negotiating counterparts. Hence, each nation must prioritize who to negotiate with in order to obtain their goals in the best manner. The sequence in which negotiations are conducted will usually also have impact on the outcome.

The negotiation quotas may be:

Nation:

1 2 3 4 5 6 7

Number of initiatives:

4 5 2 5 3 3 2

(There is nothing against using other quotas.)

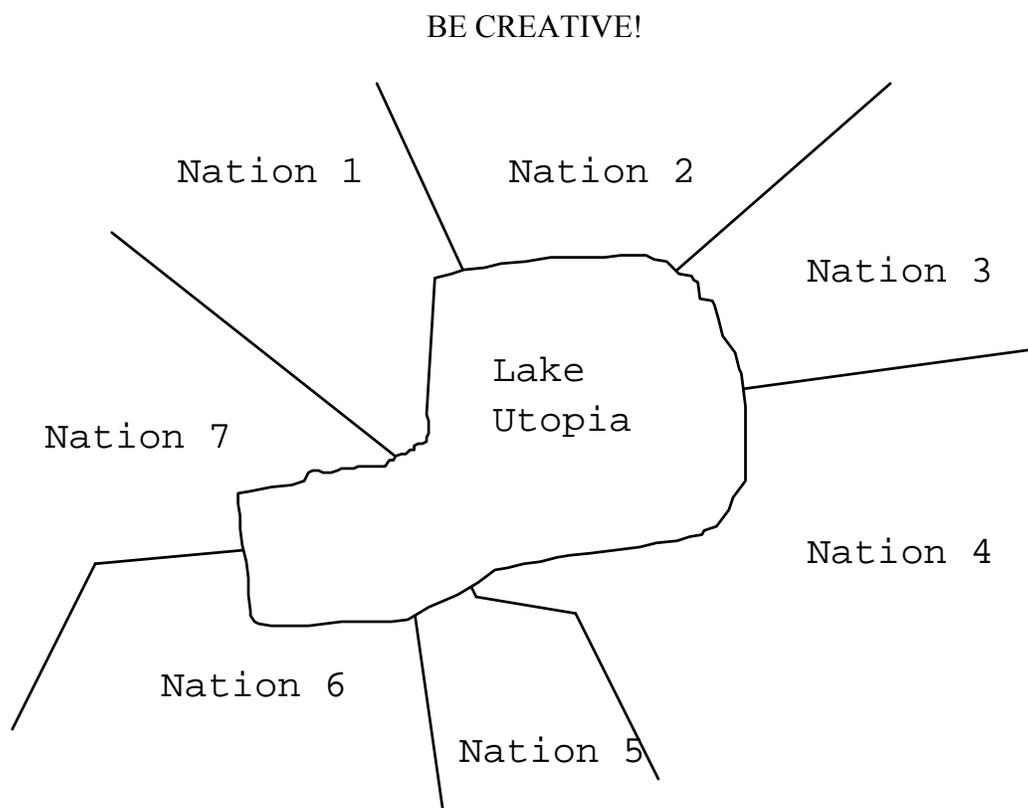
In this phase, the leader group does not play an active part, and can only contribute with factual

information. Ensure that all nations are informed of events and announcements that occur. If desired, they may also act as "news agency", providing constant shifts in the international situation.

If running this activity with children, don't make it too complicated.

Discussion:

Each nation present what they've achieved, and inform the others of how many negotiation initiatives they have used. Discuss the conclusion. "Why did we end up here?", "What could have been done differently to arrive at a better conclusion?"



Please find information for each of the seven nations enclosed.

Nation 1:

Your country is self-providing in terms of fish. Economically, you are totally dependent on the rich fisheries of Lake Utopia.

You have reason to suspect Nation 7 for using dynamite for fishing. This is illegal according to an agreement signed by all countries surrounding the lake.

You may instigate 4 negotiations.

Nation 2:

Your nation gets its earnings from fish processing industries. The fish is imported from nations 1 and 7, but mainly from nation 7. They sell you fish far cheaper than any other country, in return for your legal and diplomatic assistance. They need this assistance because they apply an illegal fishing method, namely underwater dynamite charges, killing the fish and making it float to the surface. Such fishing is illegal according to an agreement signed by all the countries surrounding the lake.

The fish processing industry pollutes the lake very significantly, and there is more than a remote danger that life in the lake will perish. However, a cleaning plant for all this pollution is very expensive, and to pay for this, all the countries around the lake will have to pay their share.

You may instigate 5 negotiations.

Nation 3:

Yours is a rich nation, benefiting economically from your beautiful beaches at the shore of Lake Utopia. However the tourism is showing a decreasing trend, and your beach guards complain about the increasing amount of pollution and debris reaching the coast.

You export weapons to Nation 4

You may instigate 2 negotiations

Nation 4:

A very poor developing country with a high unemployment rate. Some of your citizens have left the country to find work in Nation 5. This tendency seems to be increasing over time.

Your expatriates in Nation 5 experience a lot of prejudice and discrimination. This is beginning to get violent, and you suspect the police in Nation 5 to encourage this process.

You have large areas of untouched land along the coastline.

A large portion of your national income is used to fund weapons import from Nation 3.

The inner parts of the country is threatened by deforestation. If this is allowed to continue, erosion will be a big problem in a few years' time.

You may instigate 5 negotiations

Nation 5:

Technologically advanced industrial nation.

The immigration from Nation 4 poses a great problem for you, because your own citizens do not want them to come, and the situation is getting increasingly violent.

Short coastline, but large waterfalls provide cheap electric power.

You may instigate 3 negotiations

Nation 6:

Industrial nation producing fishing boats for the fisheries in the lake. Your citizens are keen environmentalists and want to preserve life in the lake.

Sports-fishing is the favorite pastime.

You may instigate 3 negotiations

Nation 7:

Your national economy is built on fishery. The fish is exported to Nation 2. One of the fishing methods you use is underwater dynamite charges, which is strictly illegal according to an agreement signed by every single nation around the lake. You offer large discounts on the fish you sell to Nation 2, and get legal and diplomatic aid in return.

You may instigate 2 negotiations

POSTCARD

Goal: Respect towards other languages.

Materials: Paper, pens

Time: 2 hours

Age: All

Persons: All

Preparation: None

Divide the participants into couples. from different countries. English- speaking people should be paired with people not speaking so good English. One of them dictates a postcard in his own language. The writer has to write down what he hears. Afterwards the swap positions.

When everybody have finished, the writers read out loud what they wrote down.

Discussion:

- Did the "teller" understand.
- Did the delegation understand.
- Etc.

COOPERATION-GAMES

WASHING ELEPHANTS

Goal: Have fun and work together, do some drama

Materials: None

Time: 30 min

Age: All

Persons: Groups of 3 – 4 people

Preparation: None

Divide the participants into 6 groups of 3 – 4 people. The rest are watching. One group stays and is told that they have to act a situation, where they wash an elephant. The other groups stand outside and when the first group is done practicing, group number 2 sees it and now they have to show it to group number 3 etc.

Use different situations.

Sculpturing

Goal: Work together, express feelings

Materials: None

Time: 45 min

Age: All

Persons: All

Preparation: None

Groups of 2:

One person acts as the modeling clay and the other acts as Michelangelo. He then sculpts the clay, to show feelings, for example: Fear, joy, tension, despair etc.

Groups of 4:

2 people are the clay and 2 people act as Michelangelo. They can sculpt relational feelings, like: Distrust, trust, confrontation, aggravation etc.

Groups of 8:

4 are clay, 4 are Michelangelo. Show collective feelings, like celebration etc.

FIRE IN THE FOREST

Goal: Work together – loosen up
Materials: None
Time: 10 – 20 min
Age: All
Persons: All
Preparation: None

Everybody runs around, dancing and singing: "Fire in the forest, run, run, run". A leader shouts for example: "Gather in groups of 3!". The leader shouts different numbers in each round.

DRESS THE LEADER

Goal: Complete tasks together
Materials: Clothes
Time: 30 min
Age: All
Persons: Delegations
Preparation: Yes

Preparation:

Write down different items of clothes on 4 pieces of paper, in all the languages.

Activity:

Divide the participants in 4 groups, making sure every country is in each group. Give them the note and tell them to find the items and dress the leader. They have to work together to complete the task.

FEED ME!

Goal: Work together, feel handicapped
Materials: Food
Time: During a meal
Age: All
Persons: All
Preparation: None

Everybody sits in front of their own plate. But they can not feed themselves. They can only feed the person sitting to the right of them, using their service. So you are fed by your left person and you feed your right person.

ALI BABA

Goal: Complete tasks together

Materials: String, costumes, paper, pens, color, lamp, candles, music etc.

Time: 1 – 2 hours

Age: 11 +

Persons: 40 +

Preparation: Yes

Preparation:

8 leaders have to find costumes and dress like spirits. Use make-up. They sit outside and inside. Make maps with the flags of the groupmembers + text in their language. Make papers with numbers 1 – 8, Come up with different tasks in every language.

Activity:

Divide the participants in groups of 4 – 6 and tie them together with a string. Give them the maps with the flags. Now they have to find the spirits and do the tasks. For example, they ask for number 5. The spirit's task for number 5 could be: "Teach the others in the group to count to 5 in Bulgarian". They learn and show it to the spirit. Then the spirit marks the Bulgarian flag on the map.

When the groups have been to all the spirits, they get a hint from the last spirit, where to find the cave of Ali Baba. They go to the room, where there are 2 belly dancers (leaders) and they make the group feel comfortable. You can have candles and soft music in the room. There is a big piece of paper on the wall, telling, in all languages, what should be done now. They have to rub a lamb and Ali Baba will appear. He tells them, that they can all get one wish. They write it on a piece of paper, in their own language and anonymous.

Then the game is over. You can put the wishes on a big wall and maybe try to make them come true...

LINE UP

Goal: Complete tasks together

Materials: None

Time: 10 min

Age: All

Persons: All

Preparation: None

People have to make a line, standing in order, after different criterias.

It could be age, birthdays, height, hair-length etc.

You can do it without looking, talking etc.

FANTASY ISLAND

Goal: Experience different cultures

Materials: Paper, pens, colors, music etc.

Time: 2 – 3 hours

Age: All

Persons: Groups of 6 – 8 people

Preparation: None

Give these tasks to the groups:

- Create a new country and create the following:
- Name of the country
- Language of the country
- Flag
- Map
- National song
- Dance
- Money
- National costume
- Way to say "Hello"
- Etc....

Afterwards the groups presents their countries to each other.

THE HUMAN KNOT

Goal: Complete tasks together

Materials: None

Time: 10 min

Age: All

Persons: 10 – 20

Preparation: None

Everybody stand in a circle and hold their arms out in front of them. Close the eyes and grab 2 hands. Open the eyes and make sure, that the hands does not belong to a person standing next to you. Now you all have to help each other out in a circle again.

CHINESE MASTERS

Goal: Complete tasks as a group
Materials: Different things
Time: 1 hour
Age: All
Persons: Groups of 4 – 6 participants
Preparation: Yes

Preparation:

Leaders should use some time to prepare costumes, make-up etc., to make the game as fun as possible. Then they hide in the surroundings.

Activity:

The participants are divided in groups with 4- 6 people in each group. Each group gets a note with colors in a specific order. Each leader is a Chinese Master (CM) and is a color. The groups have to find the colors in the right order, by finding the CM and perform a task.

When a group finds a CM, they have to be the entire group, to perform the task. They ask the CM of the color they hope the CM is. They ask like this: "Please, dear CM: Are you the color...?" CM answers: "Maybe I am, but before I answer, you have to do me a favor." Then the CM tells them to do something (sing a song, brush the hair, get a cup of water, tickle a leader etc.) Now everybody in the group has to do the task and when they are finished they ask again about the color. If the CM is the color they want, they continue with the next color. If not, then they have to find another CM and ask again...

Rules:

- The group can not ask the same CM in a row.
- The CM should only come up with tasks, that they will have done towards themselves. Experience shows, that there can be "fights" between the leaders...

ANIMALS IN THE FOREST

Goal: Work together
Materials: Pens, colors
Time: 20 min +
Age: All
Persons: All
Preparation: None

Each leader hides in the surroundings, bringing colored pens. They choose an animal and the children has to find the animal and guess the name. The children walk around in groups. To make it easier, the leader has to shout the sounds typical for the animal.

The group, which find the all the animals first – and can name them, have won the game

MICKEY MOUSE

Goal: Have fun, compete boys against girls

Materials: Notes, big paper, chairs

Time: 1 hour

Age: 11 +

Persons: 15 +

Preparation: Yes

Preparation:

Make as many notes as there are participants, with the names of different cartoon or fairytale figures. Write all of them on a big paper. Put one more chair as participants in a big circle. Four of them are "special – chairs" and are standing right next to each other.

Activity:

Everybody sits on the chairs – on the 4 special chairs, there has to be 2 boys and 2 girls.

Everybody draws a note (name) from a bag, without showing it to anyone. The person, who has an empty chair to the right, says a name from the list. The person with that name moves to that chair and they swap notes. The person with an empty chair to the right says a name and so on...

The object of the game is, for the boys to have 4 boys sitting in the special chairs and vice versa for the girls.

CROSS THE RIVER

Goal: Complete a task together

Materials: 3 – 4 chairs to 6 – 7 persons. The more participants, the more chairs

Time: 10 – 20 min.

Age: All

Persons: 6 – 7 persons in groups

Preparation: None

The participants will have to stand on the chairs and move about 10 meters, without anyone touching the floor (water). Time-limit and without talking.

If it doesn't succeed the first time, they try again without talking. The 3rd time, communication is allowed.

THROUGH BALL

Goal: Work together and have fun
Materials: A ball, a bat, big area
Time: 30 min
Age: All
Persons: 2 teams
Preparation: None

Divide the participants into 2 teams, red and blue. Red is in the field, spread out and blue is standing on one line in one end of the field.

A person from blue team hits the ball and start running around the line of teammates. One round = 1 point.

Red team has to catch the ball and form a line, starting behind the person with the ball. They stand with their legs spread apart. When they are in line – and not before – the person with the ball sends it through the legs and when the last person gets it, he shouts stop. Then you count how many rounds the "running" person from team blue achieved and put it on the scoreboard.

After 5 rounds, the teams swap positions and now red can score points.

THE FAX

Goal: Work together
Materials: Paper and pens
Time: 30 min
Age: All
Persons: All
Preparation: Yes

Preparation:

Draw 10 – 20 different things on small notes.

Activity:

The participants are divided into groups of 10 people and sits on the floor, so that the person in front of you have the back against you. The leader shows the first drawing to the "last" person and now he has to draw on the back of the next person and so on...without speaking. The "first" person tells what was drawn on his back and it is compared with the original drawing.

MISSING CHAIR

Goal: Complete a task together
Materials: Chairs, taperecorder, music
Time: 15 min
Age: All
Persons: 10 +
Preparation: None

Place as many chairs bag to bag, as there are participants in the game. Everybody walks around the chairs, while the music is playing. The leader stops the music and now everybody has to stand on the chairs – NO FEET on the ground. When this is done, a chair is removed and the music starts playing again. Etc.

STICKS

Goal: Learn to work together
Materials: Sticks of various lengths - from 2 cm. to 20 cm., music
Time: 10 – 30 min.
Age: All
Persons: 2 +
Preparation: None

Divide the participants into couples. Give each couple a small stick and put them between 2 of their fingers. Now they have to move to the music, balancing the stick between them. After a while you give them longer sticks etc.

SUBMARINE

Goal: Work together, have fun
Materials: Blindfolds, bowls with water, big space
Time: 20 – 30 min
Age: All
Persons: All
Preparation: None

Divide into groups of 4 – 5 people. Each group walks around in a line, with the hands on the knees of the person in front – like a submarine. The first person is blindfolded and has got 2 bowls with water. The last person steers the submarine, by tapping on the knees – either left or right. The signal goes through the submarine and the first person steers left or right. If there is a tap on both knees at the same time, it means that a torpedo has to be fired (The water).

The goal of the game is to throw water on the other submarines...

CINDERELLA

Goal: Work together, perform in front of others
Materials: Differs
Time: 1 – 2 hours
Age: All
Persons: All
Preparation: None

The participants are divided into groups of 5-6 + a leader. Each group has to perform and act a specific fairytale, but each group has different themes.

Suggestions:

Slow motion, Disco, Opera, Backwards, Future etc.

Show it is..

5 THINGS TO ACT

Goal: Work together, perform in front of others
Materials: 5 things x number of groups
Time: 1 – 2 hours
Age: All
Persons: All
Preparation: None

Divide the participants into groups of 5-6 + a leader. Each group is given 5 things and now they have to come up with an act, containing these 5 things.

CLAY

Goal: Learn consideration, create something together
Materials: Clay, blindfolds
Time: 30 min
Age: 11 +
Persons: All
Preparation: None

Blindfold everybody, put them in couples and place them on the floor in front of each other, with a piece of clay between them. Play some soft music and tell them to make and create something out of the clay. Afterwards, they get to see what they created and with whom they made it together with. Discussion about what they wanted to make and the difficulties in working together.

THE HUNT FOR MEDICINE

Goal: Listen to each other, complete a task together

Materials: Big space, paper, pens

Time: 1 hour

Age: 11 +

Persons: 30 +

Preparation: Yes

Preparation:

Come up with a story, about a people who needs medicine and therefore goes out to find it.

Activity:

The participants are divided into groups of 5-6 people.

NOTE: Not 2 persons speaking the same language!

The leaders hide in the surroundings. Each group gets information about where to find the first station, but the information is only given in one language. The person who knows this language leads the group. At the station, they are given another clue, but in another language and so on...

On the last station, they are given $\frac{1}{4}$ of a text, map, song etc, and now all groups have to work together to complete the station.

MAGNETIC FIELDS

Goal: Make the children organize themselves to solve a complicated task.

Materials: Poles, string, piece of wood, about 1 – 1,5 meters long, mats

Time: 1 hour

Age: All

Persons: All

Preparation: Yes

Preparation:

3 poles set up in a triangle with a rope stretched between them about 1.2 meters above the ground. The triangle should be so big that there's room for all the participants inside it. Mats outside the triangle to fall on. A piece of wood, about 1 - 1.5 meters long.

Activity:

Everybody starts inside the triangle, and the objective is to get everybody out. The escape from the triangle can only be made over the lines. If anybody touches the lines or cross the planes stretching from the lines downwards to the ground, everybody has to go inside the triangle and start all over. The plank is the only item which may pass under the lines.

Note that getting everybody out is quite difficult, and if the children haven't reached sufficiently far in their socializing process, the group may become "culprit-oriented" rather than focusing on arriving at a solution. If so, the activity is unsuccessful, and should be stopped

CHAOS

Goal: Work together, complete tasks

Materials: Paper, pens, dice, board etc.

Time: 1 hour +

Age: All

Persons: All

Preparation: Yes

Preparation:

Make a big board on a piece of paper, with 40 circles or squares. The more circles, the longer the game will last. The circles is numbered in order. To each number, a small paper is made, with the number and a word. Write down all the numbers and words on a separate paper, to make sure, that the groups find the right paper. Also, to each number, there has to be a task to do for the groups.

The small notes know have to be hidden in the surroundings. A good idea is to make a map of the positions of the notes, if some groups have difficulties finding them...

Activity:

Split the participants into groups of 4 – 6 people. Not 2 persons speaking the same language. The first groups throws the dice and moves to a number. The get 6 for example. Now they have to find note number 6. Meanwhile the next group throws etc.

When the groups find the note, they have to read and remember the word and run back to the board and say the word. (Check if it is the right word). Then they have to do the task, before they throw the dice again.

The first group that reaches the goal, has won.

To get a task, the entire group has to be present and they all have to do the task.

You can make "bad" numbers on the board, for example where they have to go 5 back etc.

Make the words in different languages, so that each participant will lead the group..

DRIVE THE CAR

Goal: Work together
Materials: Blindfolds
Time: 30 min
Age: All
Persons: All
Preparation: None

Divide the participants into couples. One is blindfolded (the car) and the other can see (the driver).

Make a big square, in which the cars are standing. The driver has to stay outside the square. One couple acts as police and they have to catch the others.

A car is driven, by the driver giving commands to the car (left, right, stop, hurry etc)

After a while, they swap positions.

DICTIONARY

Goal: Learn and respect languages
Materials: Paper, pens
Time: 30 min
Age: All
Persons: A participant from each country in each group
Preparation: Yes

Preparation:

The leader makes a big piece of paper, with squares. As many squares as there are countries in the group – both down and to the side. Different words are written in the different languages – one word from each country.

Activity:

Now, each participant has to explain his/her word, without speaking. Then the others write the word down on the paper

BODY WORDS

Goal: Cooperation and give them the a sense of different words

Materials: None

Time: 20 min

Age: All

Persons: Groups of 8 – 12 people

Preparation: None

The participants are divided into groups of 8 – 12 people, and given words to spell using their bodies, lying on the floor.

The words could be love, world, CISV, peace etc.

JUNGLE EXPEDITION

Goal: Cooperation and group-feeling

Materials: 5 "rocks" (Paper, clothes etc.), blindfolds

Time: 1 hour

Age: All

Persons: Groups of 20 – 25 people

Preparation: None

Tell the participants that they are on a jungle expedition, and that they have now reached a river which they have to cross. The water in the river is infected with some very dangerous bacteria; if anybody gets wet, they will have to go back to the bank to recover. The group may use the five rocks lying on the bank to step on.

Rules:

- Each rock can carry the weight of more than one person.
- Un-occupied rocks will be removed by the organizers, so if nobody stands on a rock, carry it.
- Any person carrying a rock, have his hands full, and can not carry another person.
- Rocks can be placed anywhere in the water, and moved at will. Rocks can not be moved when somebody stands on them.

Complications:

- Some (one to three, depending on the group size) of the participants have caught malaria and are so sick that they have to be carried.
- At least one member of the group is blind.
- Other handicaps may be introduced at will, but the idea is that the group should succeed, despite the difficulties.

The leader should make sure that the distance to the other bank so long that the rocks will have to be moved several times before the river is crossed.

TRUST-GAMES

CARRY THE PERSON

Goal: Group-feeling, to trust others

Time: 30 min

Materials: None

Age: All

Persons: All

Preparation: None

The participants lie down on the floor, ear to ear, so that their heads form a straight line with the bodies pointing alternately to each side. The person at the end of the row is helped to lie down on the extended hands of the people next to him. It is the task of the group to carry him to the other end of the line by passing him on. Once a person is safely through, the next one goes.

This activity needs some assistance. One or two strong adults should be at each end of the line to help people on and off, so that nobody gets hurt. Also remind those who are being carried that they have to remain stiff and straight, and trust the others.

FALLING CIRCLE

Goal: Experience trust and show trust

Materials: None

Time: 20 min

Age: 11 +

Persons: Groups of 6 – 7 people

Preparation: None

5 – 6 people stand in a circle, one person is in the middle with closed eyes. He makes himself stiff and falls, but the others do not let him fall all the way. They catch him and gently pushes him in another direction.

LEADING THE BLIND

Goal: Experience and show trust

Materials: Blindfolds, big space

Time: 30 min.

Age: All

Persons: Even numbers

Preparation: None

The participants are divided into couples. One is blindfolded and puts the hands on the partners shoulder. Now the partner has to lead the blind through the surroundings. After a while you swap positions.

THE PEN

Goal: Experience and show trust

Materials: Music, a pen

Time: 30 min.

Age: All

Persons: 10 – 30 people

Preparation: None

Everybody stand with their eyes closed. They have to be quiet during the activity. Put on some soft music. Now they move slowly around. One person has a pen in the hands and when he touches someone, he hands over the pen and lies down on the floor - still having his eyes closed. This goes on, until only one person is standing up with the pen.

Discussion:

- How did it feel?
- Were you thinking of the people laying on the floor?
- Etc.

CHAIR-TRUST

Goal: Learn to trust each other

Materials: 4 chairs

Time: 5 min.

Age: 11 +

Persons: 4 + 1 leader

Preparation: None

Put the chairs as a watch, in positions 3, 6, 9 and 12, with the back turned out. Sit down and turn to the right. "Lie" down, with your head and shoulders resting on the knees of the person behind you. When everybody lies down, the leader removes the chairs.

To end it in a smooth way, the leader can grab their hands and they are gently lowered to the floor. Many more can participate in this game. An you can try to walk

CONTACT-GAMES

NEWSPAPER DANCE

Goal: Work together
Materials: Newspapers, music
Time: 10 min
Age: All
Persons: All
Preparation: None

Divide the participants into groups of 2 or 4. Give each group a newspaper and start the music. Now they have to stay and move to the music, without touching the floor outside the newspaper. When the music stops, the newspaper is cut or folded in half and so on...

HOUSE OF FEELINGS

Goal: Experience different feelings
Materials: Blindfolds, music + different things
Time: 2 – 3 hours
Age: All
Persons: All
Preparation: Yes

Stations with leaders in charge, where the participants feels different things. There are "bad" and "nice" stations. The participants should be quiet during the activity. They are blindfolded and a leader leads them to the first station.

Suggestions to "bad" stations:

- Throw a box of knife and forks to the floor right next to the participants.
- Put peber in the mouth
- Prepare a box with water and pasta and put the feet in it.
- Make them walk on dirt or stones

Suggestions to "nice" stations:

- Massage
- Waterballon moved around in the face
- Smell perfume

At the "nice" stations, the leader gives the participants a hug, before leading the participants to the next station.

It is important, to take your time at the stations. After the participants have finished, they should write down how the felt during the activity.

BINGO

Goal: Sing and not be afraid to give hugs

Materials: None

Time: 10 – 30 min.

Age: 11 +

Persons: All

Preparation: None

Girls form a circle, holding hands, looking out. Outside, boys form a circle, holding hands, looking in. They all dance to the right. Everybody sings:

"There was a farmer, who had a dog and Bingo was his name – o

B – I – N – G – O, B – I – N – G – O, B – I – N – G – O

And Bingo was his name – o

B.....I.....N.....G.....Ooooo"

During the last "Bingo", you shake hands with the person in front of on the first four letters, while you move to the right. On the "Ooooo", you give a hug.

Variations:

Bongo, Boogo, Boooo, Ooooo

PASS THE SHOE

Goal: Not be afraid to touch each other

Materials: Music, 2 shoes

Time: 30 min

Age: 11 +

Persons: 20 +

Preparation: None

Place the boys and girls in separate circles. One person in each group has a shoe. Start the music and the shoe has to be passed around in the group, until the music stops. The 2 persons holding a shoe stand up and stand back to back. The others count to 3 and the 2 persons move their head to one side or the other.

If they move to the same side, they give each other a hug), if they move their heads to opposite sides, they give a handshake.

MASSAGE #1

Goal: Create a nice feeling
Materials: Soft music, mats to lie on, candles
Time: 1 hour
Age: All
Persons: Groups of 7 people
Preparation: None

Divide the participants into groups of 7 people. Play some nice, soft music. One of the group members lies face down on the mat, and the others sit around him. They start massaging in various ways, although one person is the leader, and the others have to "follow" what he does.

Make soft, pleasant movements. After a while, increase the intensity to a sort of soft drumming, and then return to soft pleasant movements. Then lift the person about half a meter above the floor. Don't do this before he is totally relaxed. Then put him carefully down.

Rotate roles within the group until everybody who wants to has had a massage.

MASSAGE #2

Goal: Create a feeling of security and relaxation
Materials: Soft music, candles
Time: 30 min
Age: All
Persons: Groups of 6 – 8
Preparation: None

Divide the participants into groups of 6 – 8 people and turn on the music. The persons sit between each others legs and give each other a massage on the shoulders and their bags. Everybody (except 2 in each group) gives and receives a massage at the same time.

After a while, the front person moves to the end of the line.

THE JOKER

Goal: Feel ok with hugs

Materials: Big space, tape

Time: 15 min – 1 hour

Age: All

Persons: 8 +

Preparation: Yes

Preparation:

Write down all the names of the participants on tape. Come up with many different words and write them on papers.

Activity:

The object of the game, is to collect letters by hugging.

Every participant gets his name taped on his body, made by separated tape-notes with the letters. Then the participants are divided into groups of 2 – 3 people and each group gets a paper with a word. Now they have to collect these letters to form the word, by giving hugs to members of the other groups. 1 hug = 1 letter. Each participant also have a blank piece of tape – this is a joker and can be any given letter. A joker is swapped by a longer lasting hug on the cheek

When all the letters in a word is collected and taped to the paper, the go to the leader, who checks the word and give them another word to find letters for.

Rules: No hugging within a group. Others can not stop someone swapping notes. You can not say no to a hug.

MISCELLANEOUS GAMES

RHYTHM

Goal: Have fun
Materials: None
Time: 20 min
Age: All
Persons: All
Preparation: None

Everybody sits in a circle and is given a number, starting from 1. There is a rhythm in this game, going like this: Clap your knees, clap your hands, bend your right arm, bend your left arm.

Start the rhythm. When everybody knows it, you begin by saying your own number, when you bend your right arm and another number when you bend your left arm. Then that person has to do the same and so on..

Variation:

You can give the chairs numbers. If you do a mistake, you move to the last seat and get the last number. Everybody with a higher number than you, moves one number "down".

INTERVIEW

Goal: Get to know each other
Materials: Paper, pens, color
Time: 30 min
Age: All
Persons: All
Preparation: None

Make couples. Each couple get 2 pieces of paper and divide it into 4 squares, names: "Before", "Now", "Family" and "Future". Now they have to interview their partner and draw on the paper.

Afterwards, you present your interview and partner to the other couples.

FOLLOW THE LEADER

Goal: Have fun, work together

Materials: None

Time: 20 min

Age: All

Persons: All

Preparation: None

Everybody sits in a circle, except one, who is outside the room. A leader is elected and the person outside is shown into the middle of the circle. Now the leader has to do some movements and the others have to follow. The person in the middle has to guess who the leader is.

CARD GAME

Goal: Have fun and be in contact

Materials: Chairs, deck of cards

Time: 45 min

Age: All

Persons: All

Preparation: None

Have everybody sit in a big circle on the chairs. Show each person a card. They have to remember whether it is "hearts", "diamonds", clubs" or spades". When everybody have seen a card, you shuffle and start saying them out loud – one by one.

The object of the game is to move around in the circle and return to your own seat. This is done by moving one seat to the right, every time your card is said – even if someone is sitting on that seat. Then you have to sit on their laps.

Rules:

- You can only move if you card is said.
- You can not move if someone is sitting on your lap.

TELEGRAM

Goal: Have fun
Materials: None
Time: 20 min
Age: All
Persons: All
Preparation: None

Everybody sits in a circle, holding hands, except one, standing in the middle. One person has to find the telegram in the circle. The telegram is sent by squeezing the hand of your right neighbour. The person in the middle does not know where the telegram starts, but has to find it somewhere. When he does, someone else is "it".

BLINKING

Goal: Have fun
Materials: Chairs
Time: 30 min
Age: All
Persons: Uneven number
Preparation: None

Divide the participants into couples and give each couple a chair. Put the chairs in a circle, one person sitting down and one standing behind, with his arms behind his back. One person is alone, standing behind a chair.

This person has to get one of the people sitting down, over to his chair. This is done by blinking to them. If you see a blink at you, you run over there, but if the person behind you touches you, you have to go back. If you get away, your old partner has to blink to another.

After a while you swap positions. You can also have more than 1 blinker.

CAMPGREETINGS

Goal: Send nice letters to other activities, nice groupfeeling

Materials: Posters, pens, color

Time: 1 hour

Age: All

Persons: All

Preparation: Yes

Preparation:

Find out where you want to send the gampgreetings, your local-chapter should have a list of activities. On each poster, you write the name of the activity and place them all on the floor.

Activity:

Put on some nice music and let everybody write small messages or just their name on the posters. Send them by mail when all this is done.

If you are in a long lasting activity, you will hopefully also receive gampgreetings from other activities.

PLASTER MASKS

Goal: Trust and personal development, to have fun

Materials: Vaseline, plaster bandages, hot water, newspaper on the floor, music

Time: 1 – 2 hours

Age: All

Persons: Pairs

Preparation: None

The members of the pair take turns.

Cover the facial skin with Vaseline. Cast a mask of plaster using your partner's face as a mould. It should cover the entire face but the nose. After all, everybody has to breathe. Let the mask dry in place.

Use relaxing music to calm things down. Some people do not like the situation, to have their head covered. Be careful.

When the masks are dry, another activity could be to paint the masks, by for instance using one or several themes.

HUMAN CARWASH

Goal: Get rid of lice

Materials: Water-hose, shampoo, towels etc.

Time: 40 – 60 min.

Age: All

Persons: All

Preparation: None

The participants are dressed in swimming-suits and are split into boys and girls. They get in line and leaders take care of them. At the first station, they get wet, at the next, they get shampoo in their hair, the next is to rub in it and at the next, they get hosed down and finally they all get their towels and are dried up.

SHOUTGAME

Goal: Ice-breaker

Materials: None

Time: 5 min

Age: All

Persons: All

Preparation: None

Everybody stand in a circle. They close their eyes and count to 3. On 3, they open their eyes and stare at another person. If that person is looking back = eye-contact, both of them scream and fall to the floor.

Continue until one is left.

MINGO, MINGO

Goal: Group-feeling, learn about each other

Materials: None

Time: 10 – 30 min.

Age: All

Persons: All

Preparation: None

Everybody walks around in different directions, saying "Mingo, mingo". A leader shouts for example a fruit. Everybody, who has this as a favorite fruit, has to form a group.

Different things are said: Cars, food, color, singer and so on...

COCKTAIL-PARTY

Goal: Get to know each other
Materials: Paper, pens and string
Time: 1 hour
Age: 11 +
Persons: 10 - 30
Preparation: None

Everybody writes/draws things about themselves on a piece of paper and hangs it around the neck. People then walk in between each other and talk, read and ask each other, about the things stated on the papers.

PRESENTATION

Goal: Get to know each other
Materials: Pens and paper
Time: 30 – 60 min
Age: All
Persons: 5 +
Preparation: Yes

Preparation:
Prepare big papers with squares, one for each participant.

Activity:
All participants get a big piece of paper, divided into 4 squares. In number:

- 1 – They write their name and country
- 2 – They draw their family, pets
- 3 – They draw, what they do in their freetime
- 4 – They write/draw something about their country.

Afterwards, each person stands up and explains what he/she has written/drawn.

The papers can be put on the wall.

Wink Murder

Goal: Have fun
Materials: None
Time: 30 min
Age: All
Persons: All
Preparation: None

This is a nice quiet game. All the players sit in a circle except one, the detective, who must leave the room to allow a 'murderer' to be nominated. The detective must find and reveal the correct identity of the murderer. The murderer can kill by winking at any of the other players in the circle who must then collapse - hopefully not making too much sound. He may 'win' the game by murdering all the other players or by the detective incorrectly guessing the identity of the murderer. Once a round has been played the murderer becomes the detective and a new murderer is nominated.

Variation:

Everyone closes their eyes, and the leader picks one or more boys to be killers. When everyone opens their eyes, the killers try to kill the other boys by winking at them. The non-killers try to expose the killers before everyone is dead. If a non-killer announces that someone is a killer, then 1) if they are right, the killer is "dead", or 2) if they are wrong, the guesser is "dead". Killers can kill other killers. Keep going until all the killers are dead (or until only one killer is left, but this is pretty rare).

IF YOU LOVE ME... (POOR, POOR PUSSYCAT)

Goal: Make people laugh, have fun
Materials: None
Time: 30 min
Age: 11 +
Persons: All
Preparation: None

Everybody sits in a circle, except one person in the middle. That person crawls towards a person in the circle and says: "Honey, if you love me, won't you please smile?". The person can also make faces, blink etc.

The person asked replies: "Honey, I really love you, but I just can't smile". If that person starts giggling or laughing, they swap places and start again. If the person manages to "keep calm" the person in the middle tries again with another person.

Variation:

The person in the middle is a cat and the persons in the circle has to say: "Poor, poor pussycat" 3 times without laughing.

CASINO NIGHT

Goal: Enjoy and have fun

Material: A lot!!

Time: Long preparation-time – one evening for the activity

Age: All

Persons: All

Preparation: Yes

Preparation:

It takes a long time for this activity. There is almost no end to it, but 2 – 3 hours is not unusual.

Activity:

Different stations, where the leaders are sitting. The participants walk around with money and pay to see/play/use...

Suggestions for stations:

- BANK – All participants get an amount of pretend-money, so that they can pay at the stations. If they run out of cash, the bank can trade clothes, watches etc, for money.
- BLACK JACK
- FORTUNE TELLER – The leader in charge of this, can get a little information about the participants from each leader.
- HORSE RACE – Participants can bet on which horse that is going to win. The small paper horses are driven forward by a leader under the table, who pulls in strings connected to the horses.
- DICE GAME
- ARM WRESTLING
- Throw soft balls at leaders tied down.
- Throw balls on pyramids made of things
- ROULETTE
- KIOSK, DISCO, BISTRO

The Casino Night can be started with a formal dinner. The participants have to dress nice and the leaders work as waiters for them.

WHAT AM I?

Goal: Get to know each other
Materials: Tape, paper, pens
Time: 30 min
Age: 8 +
Persons: All
Preparation: Yes

Preparation:

Write down different words or things on the papers. As many as there are participants

Activity:

Each participant then gets the paper taped on the forehead and now he/she has to walk around and ask questions, to find out what / who he / she is. The questions can only be answered with a "yes" or "no" by the other participants.

THE CIRCLE OF KNEES

Goal: Have fun
Materials: None
Time: 5 min
Age: All
Persons: 10 +
Preparation: None

Everybody stands in a circle, facing one direction. Move close and make the circle round. Slowly you sit down and sit on the laps of the person behind you. Try to walk

LETTERS

Goal: Have people remember the camp and learn about themselves
Materials: Paper and pens, music
Time: 1 hour
Age: All
Persons: All
Preparation: None

Give everybody a piece of paper and a pen. Play some soft music. Now they have to write a letter about themselves – TO themselves. It could be about what to expect in the year to come, bad habits they want to change, any dreams to fulfil...anything, it is up to themselves.

They should start the letter with a "Dear (name)". Then the leader collects all the letters. The idea is, that when a year has passed, the leader should send out the letters to all the participants. Then they can see, what they were thinking one year ago...and if they have changed....

TOASTER

Goal: Have fun
Materials: None
Time: 10 – 30 min.
Age: 9 +
Persons: Groups of 25 person – no more
Preparation: None

The participants stand in a circle, with an arms length between each other. One person is in the middle and points at a person and give a task (see below). A task includes this person and the 2 neighbours. The slowest person or the person that does something wrong, is the new person in the middle.

Suggestions for tasks:

- Toaster: Neighbors hold hands, person in the middle jump.
- Elephant: Neighbors make ears, person in the middle make nose
- Shower: Neighbors form a shower, person in the middle sings and soaps
- Single mother: Neighbors hold middle persons legs, with their thumbs in mouth, middle person cooks dinner.
- Etc.

HARRY

Goal: Have fun
Materials: Dots with tape or pens.
Time: 30 min
Age: All
Persons: 5 – 20
Preparation: None

Everybody sits in a circle. One person says to the right person: "Hello Harry". This person answers: "Yes, Harry?". The first person says: "Tell Harry". This person then turns right and starts over again.

When a person makes a mistake, they get a spot in the face. When this person is being asked, the person has to say: "Hello one spot"..and so on..

The game has to be fast...

FRUITSALAD

Goal: Have fun
Materials: Chairs
Time: 30 min
Age: All
Persons: All
Preparation: None

Everybody sits on a chair in a big circle, except one, standing in the middle. Everybody is given a fruitname, for example oranges, apples and cherries. There should be at least 3 names.

The person in the middle shouts out a fruit (or several), and now everybody with this fruit has to get up and find another empty seat. The person in the middle also has to find a seat. One person will be left with no chair and now it is his turn to say a fruit.

If "fruitsalad" is called, everybody has to get up and find another seat.

ROMEO & JULIET

Goal: Have fun
Materials: 2 scarfs
Time: 20 min. +
Age: 11 +
Persons: All
Preparation: None

Everybody sits down in a circle. A boy (Romeo) and a girl (Juliet) are picked, stands up and Romeo gets blindfolded and Juliet has her feet tied together, so that she can only jump. Then you turn Romeo around and now Romeo has to find and touch Juliet by saying:

"Juliet...Juliet...Juliet..." She has to answer when he calls: "Romeo...Romeo...Romeo..."

When he catches Juliet, he has to guess who it is, by feeling the face. Then 2 new person are picked and so on..

SMUGGLERS

Goal: Have fun
Materials: About 500 small notes or more, big space
Time: 20 – 40 min.
Age: 8 +
Persons: All
Preparation: None

This game works well in the woods as well in a big open area.

Split the participants into 2 groups – Smugglers and Customs. The smugglers have their base in one side of the field. They have to run through the open area, to the other side, where they have a free zone. Here a leader is waiting and he collects the notes. When they have delivered a note, they can quietly go back and get another one at their base and try again.

In the open field, you have the Customs. If a smuggler is being touched by a custom, they have to stop and now the custom has 10 sec. to find the note – or he can ask 3 times, questions like: "Is it under your arm?", "Is it behind you ear?" etc. A smuggler can not lie.

If the note is not found, the smuggler can continue, but another Custom now have the chance to catch him. If a note is found, the smuggler returns to the base and receives another one. The Customs save the notes.

After a while, you swap positions. The winning team is the one with the most notes.

PLACEMATS

Goal: Help the participants to mingle during meals
Materials: Paper, color, plastic covers
Time: 1 Hour
Age: All
Persons: All
Preparation: None

Give everybody a piece of paper and let them write or draw anything they want. Afterwards, you put them in the plastic covers and they can be used as placemats.

MONITO GAME

Goal: Show that you care
Materials: A lot
Time: From days to weeks
Age: All
Persons: All
Preparation: Yes

Preparation:

Write down the names of all the participants on small notes.

Activity:

Let the participants pick a note. Now they have to give this person gifts, attention or in other ways show that he cares – without that person finding out who he is. They can buy things, make Arts & Crafts, let other people give hugs etc...it's up to the imagination.

To avoid the situation, were people might be forgotten, it could be a good idea to have a monito-master. This person is not in the game. When people pick the names, they go to the monito-master and tell him who their monitos are. During the days, if you don't receive anything from your monito, you can tell the monito-master and then he will tell your monito to start giving you something.

MIRRORS

Goal: Concentration
Materials: None
Time: 10 – 20 min
Age: 11 +
Persons: All
Preparation: None

Divide the participants into couples. One is the "person" and the partner is the "mirror" and he has to do the things the person does. After a while you swap positions. New groups can be formed and there can be 4 mirrors etc.

MESSAGE GAME

Goal: Give people a chance to write nice things to each other, close to the end of the camp

Materials: Small pieces of paper, pens, music

Time: 1 – 2 hours

Age: All

Persons: All

Preparation: Yes

Preparation:

Cut out many small pieces of paper

Activity:

Make the participants sit in a big circle and give them pens and lots of papers. Put on some soft music and now they can write messages to each other. They send them around in the circle and people passes them to the right person.

BOOKLETS

Goal: Give people a chance to write nice things to each other, close to the end of the camp

Materials: Paper, pens, music

Time: 1 – 2 hours

Age: All

Persons: All

Preparation: Yes

Preparation:

You should prepare a lot of scrapbooks. Take 4 – 5 pieces of paper and tie them together, turned into a small book. Write all the names of the participants on the books and hand them out.

Activity:

This could start as the messagegame, but usually, these messages are longer and takes longer time to write. But you can always continue another time, perhaps during the last night...

CIRCLE OF LIGHTS

Goal: Give people the chance to say goodbye in a nice way

Materials: Candles

Time: 1 hour

Age: All

Persons: All

Preparation: None

This activity should be made during the last night of the activity.

Have everybody sit in a circle, give each person a candle and turn out the lights. One starts by lighting his candle and now he can say whatever he wants, in any language he chooses. When he is done, he lights up the candle of the person sitting next to him and so on.

You could end the activity by asking, if people could light their candles at a specific date and time and think of the camp.

CIRCLE OF GOODBYE

Goal: Say good bye to everyone

Materials: None

Time: 15 min

Age: All

Persons: All

Preparation: None

Have everybody stand in a circle. One person starts by saying goodbye to the person standing to the left of him. The first person continues and the second person starts his good bye with the person to the left ...and the next...and the next.

LEADER ACTIVITIES

WHO AM I THINKING OF?

Goal: Get to know each other
Materials: None
Time: 1 hour
Age: 15 +
Persons: All
Preparation: None

Sit in a circle. One person is "it" and has to think of another person in the circle. In turn, the others can ask that person questions, to give hints to, who he is thinking of. The questions should be like this:

- "What kind of landscape does he remind you of?"
- "What kind of drink?"
- "What kind of color?"
- Etc

When everybody have asked a question, people start guessing – in order.

SPOTS

Goal: Have fun
Materials: 1 marker
Time: As long as you want
Age: All
Persons: All
Preparation: None

The participants sits in a circle and are given a number from 1 – to last. It is easier if the numbers are in sequence and not random. One person (number 5) starts by saying 'I am 5 spot and I have no spots, how many spots does number 8 have?'

Person number 8 replies in the same manner and nominates another person. If one of the persons takes too long or makes a mistake he is awarded a spot which is painted on his chin or cheek. He will then have 1 spot.

Refinement:

Use lip-stick instead of felt-tip pen - it gives an extra incentive for the people to get things right.

SURVIVAL IN THE SONORA DESERT

Goal: Illustrate the supremacy of a group compared to individuals in terms of decision making. Unification.
Materials: Pencils and perhaps the first diagram copied to everyone.
Time: 40 min
Age: 15 +
Persons: Groups of 4 – 5 people
Preparation: None

It's 10 o'clock in the morning in the middle of July. Your plane has just crashed in the Sonora desert in the South-western USA. The small two-engine plane caught fire after the crash, and both the pilot and the co-pilot are dead. The fuselage was totally destroyed by the flames.

The pilot did not succeed in sending distress signals before the crash, but apparently the plane was 105 kilometers off the course that the pilot had submitted to the aviation authorities before take-off. The nearest settlement is about 110 kilometers North-East of you.

The landscape around you is flat, and except for the occasional cactus, unfortunately nothing seems to be growing in these parts. The latest weather forecasts have predicted an air temperature of 43 °C, which implies that the temperature two feet above the ground will be 55 °C.

You all have light clothes - T-shirts, light trousers, socks and walking shoes. When you summon everything in your pockets, you have \$2.83 in coins, \$85 in small notes, a package of cigarettes and a roller-ball pen.

Before the plane caught fire, you manage to retrieve 15 items from it. Your task is to rank these in accordance to their importance for your survival. The most important item is given rank 1, and the least important is ranked 15. The group must stay together.

Part 1:

Rank the items individually. The situation is not to be discussed inside the group before everybody has finished their ranking. The individual ranking may not be altered after the groups discussion has begun.

Part 2:

Make a joint group ranking. You have 15 minutes to complete this task.

Item	Part 1	Part 2	US Coast Guard	Dev. Part 1	Dev. Part 2
One flashlight					
One Bowie knife					
Part of an aviator's map					
One plastic raincoat					
One magnetic compass					
One package of bandages					
One red/white parachute					
One .45 Colt revolver					
1000 salt tablets					
Water bottles (1 liter for each)					
Book "Edible animals in the desert"					
One pair of sunglasses for each					
2 liters 50% Vodka					
One light cotton overcoat for each					
One make-up mirror					
TOTAL					

Item	US Coast Guard
One flashlight	4
One Bowie knife	6
Part of an aviator's map	12
One plastic raincoat	7
One magnetic compass	11
One package of bandages	10
One red/white parachute	8
One .45 Colt revolver	5
1000 salt tablets	15
Water bottles (1 liter for each)	3
Book "Edible animals in the desert"	13
One pair of sunglasses for each	9
2 liters 50% Vodka	14
One light cotton overcoat for each	2
One make-up mirror	1

EPILOGUE:

To survive, the US Coast Guard claims that the deviation from their suggestion should be less than or equal to 40 points.

HANDS

Goal: Intimate ice-breaker
Materials: Blindfolds, soft music
Time: 1 hour
Age: 15 +
Persons: Even numbers
Preparation: None

Put all the participants in one room and blindfold them. Lead them – one by one – to the room next to, where some soft music is playing. Place them in front of each other – as couples. When they are placed, tell them to reach out and grab their partners hands.

Now they have to show certain feelings through the hands. A few minutes for each feeling.

The feelings could be: Friendship, tenderness, hate, comfort, sickness, love, miss, trust etc.

When they have finished, you show them back to the first room and take their blindfolds away.

Discussion:

- What was difficult?
- Do you know who your partner were?
- How did it feel?
- Was it too intimate?
- Etc.

BOB-BE-DI-BOB...BOB

Goal: Have fun
Materials: None
Time: As long as you want
Age: All
Persons: 8 +

Very simple: One person is "it" and points at a person and says: "Bob-be-di-bob-bob" On the last "bob" the person pointed at has to say "bob" at the same time. This is fairly easy. The problem is, when the "it"-person only says: "Bob-be-di-bob"...then people tend to say the last "bob" anyway...and if they do, then they are "it". Has to be fast, if you want people to do mistakes...

WHO ARE YOU?

Goal: Learn about oneself

Materials: Paper, pens

Time: 1 - 2 hours

Age: 15 +

Persons: All

Preparation: Yes

Preparation:

Come up with different themes, like cars, vegetables, body, food etc.. Write them down in order and give them a number.

Activity:

Everybody sits in a circle, with a piece of paper and a pen and they write their names on the top of the papers.

Now everybody sends their paper to the person sitting to the left of them. The leader then says a theme and they have to write what kind of subject they think of, when they think of this person. They write the number and the answer, bend the paper over the answer (so that no-one else reads it) and passes it to the left.

When everyone has written about all the person, you should have your own paper back and now you can start asking people, why they for example think, that you are a mouth (part of body), trust game (kind of activities) or blue (kind of color) etc.

It is a good idea to write the names down in order, of the people sitting in the circle. It makes it easier to see who wrote what.