



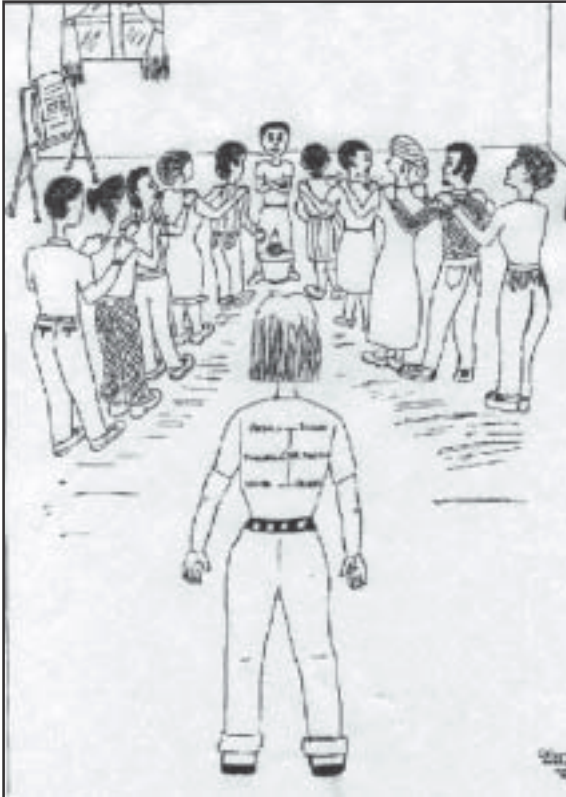
IMPULSE

GAMES & ACTIVITIES

JUST FOR FUN

This is a great game to play when energy levels are low or if there is tension in the group.

DIRECTIONS:



1. Divide the group into two teams. Players place their hands on the shoulders of the person in front of them and form two lines. At the top of the lines there is a small table containing a small object. There are two leaders/referees - one at each end of the lines.

2. The object of the game is to send an impulse or message through the ranks of each team. To begin the leader at the back lightly taps the shoulders of both team members. When they feel this touch, they immediately telegraph it to their teammate by lightly squeezing their shoulders and so on up the line.

3. When the impulse reaches the team member at the top of the line she grabs the object on the table. The first team to do this wins a point. Because this is a scramble, the leader may need to referee. At this point everyone on both teams moves up one position and the front person goes to the last position. The game continues until everyone returns to their original spot. At this point, the team with the most points wins.

Note: This game was introduced by SUNCE, Zvornick, Bosnia.



WHO STARTED IT?

GAMES & ACTIVITIES

JUST FOR FUN

This game can be used as an introduction to discussions on the origins of a conflict. Just as in the game it is hard to identify “who started it” the origins of a conflict are often buried in a history that few people remember.

DIRECTIONS:

1. The group sits in a circle. One person is chosen to be the guesser. He must leave the area for a few moments while the group chooses a secret leader. This person leads the group in a series of different actions. The trick is to change these movements quickly and secretly so that the guesser is unable to identify him.
2. Once the leader has been chosen, the guesser is asked to return to the room. By this time the group will have begun the actions. The guesser is given three attempts to try to identify “who started it”.
3. The game is more fun if the actions change frequently so please encourage the leader to do this.

Notes: This game was introduced by CAP Burma-Thailand.



THE GREAT SCARF CHASE

GAMES & ACTIVITIES

JUST FOR FUN

DIRECTIONS:

1. This game is best played outdoors. The group is divided into two equal teams. Team members are numbered: each team has a #1, # 2 and so on. The teams line up facing each other about 100 metres apart. The leader stands in the middle with a scarf.
2. The leader calls out a number. Team members with that number run forward to try to grab the scarf. The winner must return to his team before the other team member tags him. If he succeeds, his team gets a point. If the other team member tags him, that team gains a point.
3. To make the game more fun, the leader can call more than one number at a time. It is a good idea to appoint a referee.

Note: This game was introduced by CAMP Cambodia.



Do You Love Me ?

GAMES & ACTIVITIES

JUST FOR FUN

DIRECTIONS:

1. The group sits in a circle. There is one less chair than the number of participants. One person stands in the middle.
2. The person in the centre goes over to one of the players and says, “Do you love me?” This person responds by saying, “No, I don’t love you, I only love people who _____ (names some characteristic –e.g. wear glasses, people with skirts etc.” All these people must jump from their chairs and find a new seat. This includes the person who was propositioned. After the scramble, there is a new person in the centre.

Notes: A variation for those who are a little shy:

Everyone receives a number, with at least two people having the same number (we usually do it up to the number five). The game is played in a similar way as described above, except the person in the middle calls two numbers and players with those numbers must change their seats.

This game was introduced by CAMP Cambodia. We love this game, particularly if people really overact the seeking of love part.

