



UNIT TWO

Teaming Up



"Together we can
accomplish anything."
Author Unknown



MATCHING UP

MAIN SKILL:

- Teaming Up

Other Skills:

- Communication
- Creating a Positive Environment

Purpose:

- To put members into groups or teams.

Benefits:

- Encourages communication between members.
- Helps members get to know one another.

Materials:

- paper
- pen or pencil

Instructions:

Pairing Partners

To pair partners, call out one of the following directions that's appropriate to the age of your group:

- 1) Pair up with the first person you meet who's wearing on of the same colors as you are.
- 2) Place your hands either on your hips or on your shoulders. Now touch elbows with the first person you meet in the same position.
- 3) Wave either your right or left hand. Now pair up with the first person you meet waving the same hand.
- 4) Make the sound of either a cat or a dog. Now pair up with the first person you hear making the same sound.
- 5) Call out either "chocolate" or "vanilla." Now pair up with the first person you hear saying the same flavor.
- 6) Call out either "mountains" or "seashore." Now pair up with the first person you hear saying something different.

Dividing Into Teams

Players can quickly form teams counting off by:

- 1) Arm positions. Example: For two teams, players count off by alternately raising both arms up high or holding them close to the sides. Arms up high are one team; arms close to the sides, another.
- 2) Colors. Example: For three teams, count off with red, white, and blue. Reds are one team; blues, another; and whites, a third. Select familiar groups of colors, such as school colors, state or province colors, or those in a country's flag.
- 3) Sounds. Example: For four teams, count off with Baa, Grr, Woof, and Moo.



- 4) 4-H Pledge Words. Example: For four teams, count off with Head, Heart, Health and Hands.
- 5) Exclamations. Example: For five teams, count off with Oh no!, Ahhh, Wow!, Hmmm, and Huh?
- 6) Motions. Example: for six teams, count off by motions, such as clap hands, snap fingers, pat thighs, wiggle fingers, circle arms, raise and lower elbows.
- 7) Days of the week. Example: For seven teams, count off by Sunday, Monday, Tuesday, Wednesday, Thursday, Friday, and Saturday.
- 8) Word groups. Choose a word with the same number of letters as the number of groups you need. For example, if you need four groups, you could use the word "team." (Remember, all the letters have to be different.) Count off by saying the letters. The T's are one group, the E's another, and so on.
- 9) Words to the wise. Count off with the words of familiar sayings. Such as "Look before you leap." Choose a saying with the same number of words as group members needed. (Remember, all the words in the saying have to be different.) Players with the words for each saying make up a group.

Other examples:

- Practice makes perfect. (three groups)
- Let sleeping dogs lie. (four groups)
- Actions speak louder than words. (five groups)
- A rolling stone gathers no moss. (six groups)

Hint: For "Word Groups" and "Words to the Wise," write the count down letters or words in large print on separate pieces of paper. As the first group counts off, these players hold up their groups' signs so members can find each other quickly.



- 10) Tossed Salad. Count off with favorite food combinations, such as the ingredients for a great salad. For example, "Lettuce," "Carrots," "Cucumbers," "Mushrooms," and "Green Onions." Those five then come together as a "Tossed Salad" group.
- 11) Shake It Up. Count off by the number of groups needed (i.e., for five groups, they count off by five). Then they walk around and, without speaking, shake hands with players they meet. "Ones" shake hands once, "twos" shake hands twice, and so on. As they meet others shaking the same number of times, they link arms until they've found their whole "handshaking group."
- 12) Alphabet Adventures. Count off with a letter of the alphabet. Then players each make up a silly sentence about something they might do, using several words starting with that alphabet letter.

For example, the "A" sentence might be, "I'm going to Arizona Alone to Admire Aunt Anna's Artwork." The "B" sentence, "I'm going By the Bank to Balance Bobby's Brother's Bucks." The "C" sentence, "I'm going to Cook Cookies in my Classy Car."

Let players tell their "adventures" in alphabet clusters, depending on the size group needed. For example, for groups of four, say "A, B, C, and D make a group; E, F, G, and H, another group; I, J, K, and L, another," and so on.



When they're finished sharing, these alphabet "buddies" are all together for their next project.

Players can form groups by writing on strips of paper:

- 1) Humdingers. Write on separate strips of paper the same number of familiar childhood songs as the number of groups you need. Examples: "Twinkle, Twinkle Little Star," "Row, Row, Row Your Boat," and "Mary Had a Little Lamb." Give each player a strip of paper (or whisper one of these songs in a player's ear).

Players walk around the room humming their songs. As one "humdinger" hears another humming the same tune, they link arms. The search goes on until all the players have found their own little song group.

Variation: Players sing the words to their songs as Singerdingers.

- 2) Hellos Around the World. Write on separate strips of paper the phonetic pronunciation of a greeting from a language other than English. The number of different language greetings should match the number of groups you need.

- Spanish: "Bweh-nos dee-as!"
- Thai: "Sa-wat di!"
- German: "Goo-ten-tahk!"
- Chinese: "Knee how!"
- Italina: "Bwonjor-no!"
- Australian: "G'day, mate!"
- French: "Bon-jour!"
- Japanese: "O-hah-yo Go-zye-mahs!"
- Arabic: "kay-fa ha-lek!"
- Russian: "Do-bree-den!"
- Swahili: "Jambo!"
- Indian (India): "Nah-mahs-tay!"

Players walk around the room greeting one another in the second language. As they identify others with the same greeting, they link arms and continue until everyone's found their own greeting group.

Hint: Invite players who know other languages to share their "hellos."





BARNYARD

MAIN SKILL:

- Teaming Up

Other Skills:

- Communication
- Creating a Positive Environment
- Games That Build Leaders
- Group Dynamics
- Problem Solving
- Team Building

Purpose:

- To put members into groups or teams.

Benefits:

- Encourages communication between members.
- Helps members get to know one another.
- Creates bonds between members.
- Creates an opportunity for interaction.

Materials:

- paper and pen or pencil

Instructions:

- 1) Write on slips of paper the names of common barnyard animals which are easily imitated.
- 2) Have an equal number of slips for each animal, so that teams will be of the same size.
- 3) Pass out the slips at random.
- 4) On signal, each player imitates the call of the animal he represents and moves about the room to find the other players also imitating that animal.
- 5) When all players are in teams, signal for quiet, and place the teams in position for the next game.



COMIC STRIP FRAMEUP

MAIN SKILL:

- Teaming Up

Other Skills:

- Communication
- Creating A Positive Environment
- Group Dynamics
- Problem Solving
- Team Building

Purpose:

- To put members into groups or teams.

Benefits:

- Presents a problem that needs to be solved.
- Encourages communication between members.
- Helps members get to know one another.
- Creates bonds between members.
- Creates an opportunity for interaction.

Materials:

- comic strips cut apart so that each participant has a piece of a strip

Instructions:

- 1) Depending on the number and size of groups needed, cut out several different newspaper comic strips.
- 2) Cut up the individual frames and place them in a hat.
- 3) Players draw a comic frame from the hat.
- 4) They hold up their frames, mingle, and match up with everyone with the same comic strip. For example, frames from the "Peanuts" strip make a group; "Garfield," another; and so on.
- 5) Groups can then read or show their comic strip to the rest of the groups.



GROUP PUZZLERS

MAIN SKILL:

- Teaming Up

Other Skills:

- Communication
- Creating A Positive Environment
- Games That Build Leaders
- Group Dynamics
- Problem Solving
- Team Building

Purpose:

- To put members into groups or teams.

Benefits:

- Encourages communication between members.
- Helps members get to know one another.
- Creates bonds between members.
- Creates an opportunity for interaction.

Materials:

- picture or poster cut into puzzle pieces

Instructions:

- 1) Select a picture from a magazine or use an old poster for each group you need.
- 2) Cut each picture into the same number of pieces as group members needed, and mix the pieces together in a container.
- 3) Players each draw a piece from the container with the challenge of finding others with pieces from the same picture.
- 4) When they find each other, they put the pieces of their picture back together.

Hint: Select pictures that are distinctive from one another



PROVERBS

MAIN SKILL:

- Teaming Up

Other Skills:

- Communication
- Games That Build Leaders
- Group Dynamics
- Problem Solving

Purpose:

To pair up participants.

Benefits:

- Members meet and talk to others in a group.
- Members of all ages interact.
- Members use communication skills.
- Parents, siblings and leaders can participate.
- Using members to facilitate gives them the opportunity to develop leadership skills.

Materials:

prepared proverbs - write proverb on two separate pieces of paper.

Instructions:

- 1) Give one part of a proverb to each person.
- 2) Participants can hold their papers or they can pin them to their front.
- 3) Everyone walks around looking for the person that will complete their proverb.
- 4) Once they have found each other, the pair must introduce themselves to each other and then to the whole group.

Examples of Proverbs:

- A stitch in time saves nine.
- A penny saved is a penny earned.
- A watched pot never boils.
- An ounce of prevention is worth a pound of cure.
- Birds of a feather flock together.
- A rolling stone gathers no moss.
- Better late..... than never.
- What’s good for the goose..... is good for the gander.
- Out of sight..... out of mind.
- Rome wasn’t build in a day.
- You can’t have your cake and eat it too.
- Absence makes the heart grow fonder.



- All's well..... that ends well.
- Haste makes waste.
- When in Rome do as the Romans do.
- All good things..... must come to an end.
- The early bird..... gets the worm.
- An apple a day..... keeps the doctor away.
- It's raining..... cats and dogs.
- All's fair in love and war.
- When the cat's away the mice will play.
- Too many cooks spoil the broth.

Variation:

You can play this game using song lyrics, well-known poem lines, etc. (depending on the age group).

Example:

- Two roads diverged in a wood.
- The time to hesitate..... is through.



WELL-KNOWN PAIRS

MAIN SKILL:

- Teaming Up

Other Skills:

- Communication
- Creating a Positive Environment
- Problem Solving

Purpose:

- To pair members up.

Benefits:

- Encourages communication between members.
- Helps members get to know one another.
- Creates bonds between members.

Materials:

- paper
- pen or pencil

Instructions:

- 1) Write paired items on slips of paper
- 2) Cut each slip in half and put the halves in a container.
- 3) Make one half-slip per member. (Save the slips to use again-or even laminate them).
- 4) You can encourage members to submit names of well-known pairs. They'll love to see them used. This could be part of the activity.
- 5) Have members each draw a slip from the container and find the person with the matching half.

Examples for Pairings:

- Capital and small letters: A and a, B and b, C and c, D and d, and so forth.
- Pictures and words: A picture of a showstick and the word "showstick".
- Colors: Various strips of different colored construction paper cut in half.
- Sounds: Instead of counting off with numbers one and two, players create silly sound effects as they count off with Boo and Hoo, Bow and Wow, Ding and Dong.
- Opposites: Hot and Cold, Tall and Short, Quiet and Noisy, Neat and Messy, Big and Little, Up and Down, and Old and New.
- A club project and an item that pertains to that project: Computers and keyboard, Beef and rope halter, Sheep and shearing.
- Similes: Sweet as Sugar, Sly as a Fox, Light as a Feather, Busy as a Bee, Cold as Ice and Tough as Nails.
- Well-known connections: Based on age and appropriate subject matter - children's stories (Aladdin and Lamp), scientific (Sun and Photosynthesis), or geographical (Paris and France).



WORD ASSOCIATIONS

MAIN SKILL:

- Teaming Up

Other Skills:

- Communication
- Creating A Positive Environment
- Group Dynamics
- Team Building

Purpose:

- To pair up participants.

Benefits:

- Members speak in front of a group therefore developing public speaking skills.
- The members of the group get to know one another.
- Members talk to and learn about other members.
- Leaders, siblings and parents can also participate.

Materials:

- papers that have word association words written on them - enough for each participant to have one
- masking tape - so participants can tape them to their chests

Instructions:

- 1) Give each participant a strip of masking tape and a piece of paper with a previously selected word printed on it.
- 2) The leader explains to the group that they will be pairing off using the word associations.
- 3) While the participants tape their papers to their chests, the leader explains that each of their words matches or compliments another person's word.
- 4) Each participant is then given a short period of time to find his or her partner.
- 5) Once participants find their associated pairs they are to spend five minutes learning about each other.
- 6) When the allotted time has elapsed, the group reassembles and the partners are responsible for briefly introducing each other to the entire group.

Word Associations Suggestions:

Ham and Eggs
Ice cream and Cone
Pork and Beans
Soup and Crackers
Butch Cassidy and Sundance Kid
Key and Lock
Pilot and Airplane
Ren and Stimpy
Homer and Marg
Hamburger and Fries

Hammer and Nail
Wayne Gretzky and Hockey
Romeo and Juliet
Itchy and Scratchy
Peanut Butter and Jelly
Liver and Onions
Archie and Jughead
Ocean and Waves
Batman and Robin
Salt and Pepper



Secret Agent suggestions are:

Inspector Gadget and the Gadgetmobile

James and Bond

Morpheus and Nemo

Sherlock Holmes and Inspector Watson

Note: These are only suggestions. You might wish to come up with other associations that are more current or relevant to the camp theme or to your club.



UNIT THREE

Creating a Positive Environment



"A happy person is not a person in a certain set of circumstances, but rather a person with a certain set of attitudes."

Author Unknown



4-H BINGO CARD

MAIN SKILL:

- Creating a Positive Environment

Other Skills:

- Coaching
- Communication
- Group Dynamics
- Team Building

Purpose:

- To develop an awareness and knowledge of others.

Benefits:

- Encourages communication.
- Helps members and parents get to know each other.
- Encourages parent participation.
- Creates opportunities for interaction.

Materials:

- pencil and bingo card
- optional: chips for covering squares

Instructions:

- 1) Pass out pieces of paper to all participants. Have them draw a large square on the paper. Then draw three lines across the square. You end up with 16 boxes within the large square.
- 2) Have participants write "wild card" in one of the squares.
- 3) Now provide a statement (samples below) for participants to write in a box of their choosing. Participants will end up writing 16 statements in their boxes (which includes "wild card").

- Suggestions for statements:
 - Intermediate
 - Likes liver
 - Collects coins
 - Uses computer
 - Plays an instrument
 - New member
 - In grade 5
 - Skier
 - Snowboarder
 - Swimmer
 - Bilingual
 - Loves bingo
 - Only child
 - Cooks
 - Has a pet
 - Attended Provincial program
 - 4-H member for over 5 yrs.

This bingo card could be previously photocopied with statements already typed into each square.

- 4) With a completed bingo card, participants are then to circulate among the group, seeking to match a person with a statement. When they find a match, the person signs the matching statement. No person can sign more than two statements on any one card.



- 5) Members continue to match a person with a statement, collecting signatures as they go. Allow two minutes for this. Encourage them to get as many signatures as they can.
- 6) Now have members return to their seat. They can now sign up to five more statements themselves, if they match each statement.
- 7) Now play 'bingo' as you normally would. Players can play only those squares that have been signed. Use chips to cover squares.
- 8) "Bingo" is reached when a participant has a horizontal, vertical or diagonal row of chips across the card.
- 9) Recognize the winner by having him lead another bingo, etc.
- 10) Another option is to play the game until someone has their entire card signed or gets one line of signatures - then the game can be played without chips.



PEOPLE BINGO

(This is a prepared version of 4-H Bingo Card)

MAIN SKILL:

- Creating a Positive Environment

Other Skills:

- Communication
- Team Building

Purpose:

- To help group members get to know one another.

Benefits:

- Game is good for people to talk to one another.
- Even shy members are unlikely to feel intimidated by this activity.
- Helps even long term groups to find little known facts about other group members.
- May prompt further conversations.

Materials:

- photocopied game cards for each member of the group

Instructions:

- 1) Statements are written in each square of a 5X5 grid.
- 2) Each person is given a sheet.
- 3) When the activity starts members mingle trying to find other group members who match as many of the statements as they can.
- 4) Each member signs one square that applies to them.
- 5) The winner is first to "black out" or if you want to make it easy, the first to five in a row.
- 6) A big key is only one signature per person on any one person's sheet. For example, Julie can't sign ten items on Mark's sheet, even if they are all true for her. This encourages people to meet and mix and not just get their friends to sign off their sheet.

Note: When you make up the Bingo Sheet you can keep the information very general or make it specific to your member's experiences. You want to make sure your information will work on at least two of the people expected to come, just in case one doesn't show up.



HAS BLUE EYES	LIKES CHOCOLATE PIE	HAS MET A FAMOUS PERSON	HAS SAME FAVORITE TV SHOW	HAS TRAVELED TO ANOTHER COUNTRY
LOVES THEIR COMPUTER	LOATHES THEIR COMPUTER	HAS SEEN "TITANIC" MORE THAN THREE TIMES	LIKES "SEINFELD"	ACTS LIKE "KRAMER"
ALREADY COUNTING THE DAYS UNTIL SUMMER	ALREADY COUNTING THE DAYS UNTIL THE FIRST DAY OF SCHOOL NEXT YEAR!	THINKS "XENA WARRIOR PRINCESS" IS INTELLECTUAL ENTERTAINMENT	THINKS MICHAEL JORDAN IS THE WORLD'S GREATEST BASKETBALL PLAYER	GOT THEIR DRIVER'S LICENSE AS SOON AS THEY WERE 16
IS WEARING A SPECIAL RING	HAS BROWN EYES	KNOWS WHAT CHUMBA-WUMBA MEANS	PLAYS GOLF WEEKLY	PLAYS GOLF WEAKLY
HAS A BODY PART PIERCED (EARS OKAY!)	THINKS KERMIT THE FROG IS A STUD	HAS MADE HONOR ROLL FOR A YEAR OR MORE	THINKS "ER" IS OVER-RATED	THINKS LEONARDO DECAPRIO OR JULIA ROBERTS IS DREAMY



A WITCH A WATCH

MAIN SKILL:

- Creating a Positive Environment

Other Skills:

- Coaching
- Communication
- Group Dynamics
- Team Building

Purpose:

- To create a fun atmosphere to build relations and get members communicating.

Benefits:

- Members learn the importance of everyone participating and depending on one another.
- Members must work together.
- There are opportunities to encourage others to participate
- Members begin public speaking skills.
- Materials can be easily obtained.

Materials:

- chairs or benches
- two small objects to be the 'witch' and the 'watch'

Instructions:

- 1) Have all participants sit close together in a circle.
- 2) The leader of the game has two articles.
- 3) The leader introduces the two items and first sends one to the LEFT saying, "This is a witch".
- 4) The person to the LEFT takes the article and says, "A what?" The leader repeats, "A witch." That person nods, and then hands the article to her left and says, "This is a Witch." The person taking it says, "A what?" and she turns back to the person who gave it to her and repeats, "A what?" and the leader says "A witch!", she turns to the person who has it now, and says, "A witch."
- 5) So as the article goes around the words "A what?" goes back to the leader, one person at a time, and the answer, "A witch!" goes back person by person.
- 6) Once the pattern has been established the leader introduces the "watch" to the individual on his/her RIGHT. The leader turns to the person on her RIGHT and says, "This is a watch!" and that person says, "A what?" and she says, "A watch!"
- 7) Just wait until one person gets them both at the same time.

Variation:

- If the items are started at the same time you could make it a race to see which item, the 'witch' or the 'watch' can make it around the circle first.

Jane Maddin



INTRODUCTIONS

MAIN SKILL:

- Creating a Positive Environment

Other Skills:

- Communication
- Team Building

Purpose:

- To create a positive environment within a group.

Benefits:

- Encourages communication.
- Helps members and parents get to know each other.
- Helps public speaking skills.
- Encourages parent participation.

Materials:

- no materials required

Instructions:

- 1) This is a simple activity that may be obvious to some but for those not involved in meetings or 4-H they may have never thought of it.
- 2) After the meeting has been called to order and after the Pledge has been recited go around the room and have everyone introduce themselves.
- 3) You can give guidance on what you would like them to say.
- 4) Information like name, age, project, interests, school grade, number of siblings or children, occupation, school, favorites, etc. etc. are ideas you can use.
- 5) Be sure to include all members. Siblings, leaders and parents could also be included.



THE 4-H CLOVERLEAF INTRODUCTION

MAIN SKILL:

- Creating a Positive Environment

Other Skills:

- Coaching
- Communication
- Games That Build Leaders
- Group Dynamics
- Team Building

Purpose:

- To initiate communication and public speaking.

Benefits:

- Encourages communication between members.
- Helps members get to know one another.
- Creates bonds between members.
- Helps public speaking skills.
- Encourages parent participation.

Materials:

- blank paper or photocopy of cloverleaf
- pen or pencil for each person

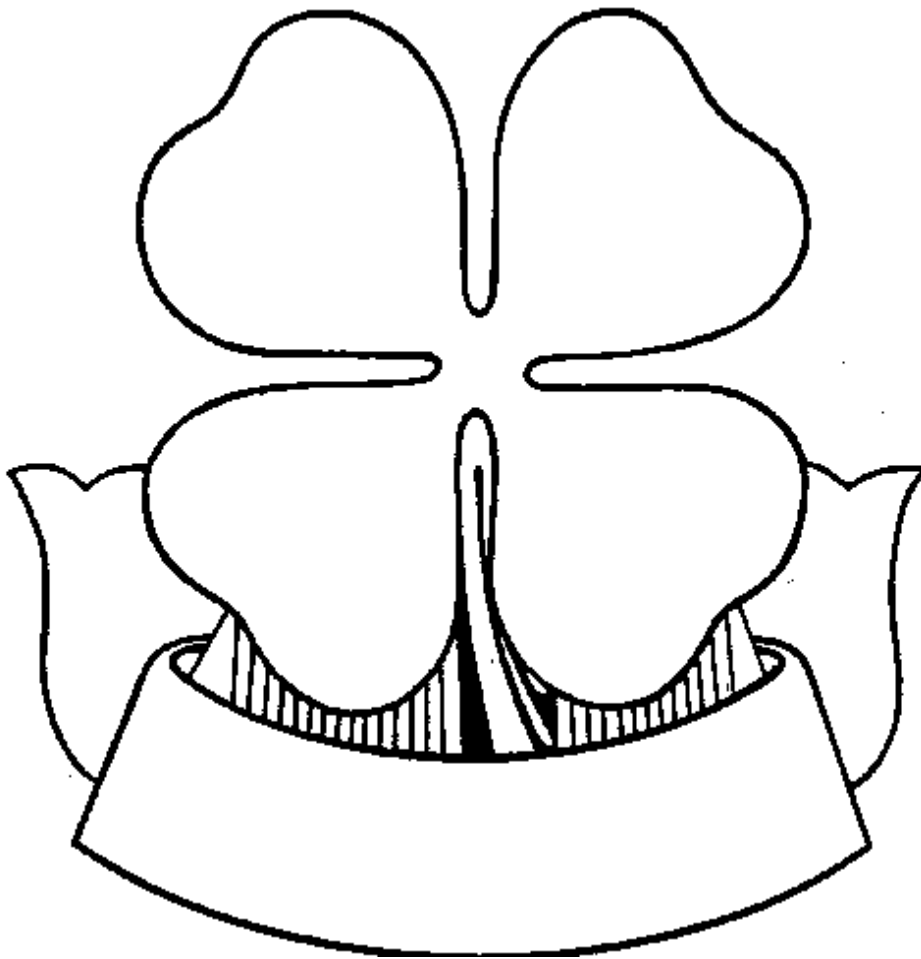
Instructions:

- 1) This introduction is helpful at the beginning of the club year, or at an event where there are a lot of new faces.
- 2) Give each person a piece of paper or a photocopy of the cloverleaf included with this activity. Ask each person to find someone they don't know, or would like to know better.
- 3) Each person draws a large 4-H emblem on the paper or uses the sheet that has the cloverleaf printed on it. Print the other person's name in the base and print 'Things of my Head', 'Things of my Heart', 'Things of my Health' and 'Things of my Hands' in each leaf as in the sample cloverleaf on the next page.
- 4) Take five or ten minutes and fill in each leaf with information about that person.
- 5) The members can use these sheets to introduce the person to the group. The sheets can be attached to the wall for others to read. Information can be added to the page as you learn more about that person if used over several days.
- 6) Adults like this as well as the 4-H members!

Use the sample cloverleaf as a guideline only.



SAMPLE CLOVERLEAF





WALKS OF LIFE

MAIN SKILL:

- Creating a Positive Environment

Other Skills:

- Communication

Purpose:

- To use imitation as a method of communication.

Benefits:

- Leaders, parents and siblings can get involved.
- Is simple, easy and fun to play.
- Creates a positive environment through fun.
- Allows creativity through drama.
- Is something other than reading, writing etc.
- Brings out a different talent in members.

Materials:

- 'Walks of Life' could be written out on separate slips of paper but it isn't necessary.

Instructions:

- 1) Set the stage for this activity by talking about different ways people and animals move. For example, a cat walks slowly and gracefully, a marching soldier walks with shoulders erect and arms straight, and a tightrope walker walks carefully, one foot in front of the other.
- 2) Then form two parallel lines that face each other, and whisper a specific kind of walk in someone's ear. As he or she moves down the two lines, the others try guessing the walker's identity.

Here are some ideas for starters:

- Someone walking into cold water at the beach
 - Someone walking and holding gas-filled balloons
 - Someone walking a big dog on a leash
 - Someone with shoes that are too tight
 - A detective following a suspect
 - A cowboy who just got off a horse
 - A wrestler strutting into the ring
 - A penguin
 - An explorer walking through the jungle
 - A bride walking down the aisle
 - A young child learning to walk
 - Someone walking up a steep hill
 - Someone walking through deep mud
 - Someone walking for the first time on high heels
 - Someone walking barefoot on a rocky road
 - A robot
- 3) Once imaginations are stirred, encourage the players to "step" into a role with



their own ideas.



ELBOW TAG

MAIN SKILL:

- Creating a Positive Environment

Other Skills:

- Communication
- Group Dynamics

Purpose:

- To use up excess energy.

Benefits:

- Great after doing lots of sitting.
- Good energizer break.
- Very little organizing required.

Materials:

- no materials required

Instructions:

- 1) Define the boundaries of a large area.
- 2) Everyone finds a partner and hook elbows.
- 3) Make sure teams are distributed evenly over the playing area.
- 4) Each person puts their free hand on their hip, elbow out, creating a hook. Divide a team and make one person the "chaser" and the other the "fleeer."
- 5) The object is to hook elbows with another team before getting tagged by the chaser. Once hooked up, the person on the other end of this now three person chain becomes the fleeer.
- 6) If tagged, they trade places, with the fleeer becoming the chaser, and the chaser becoming the fleeer.
- 7) Anyone running outside of the boundaries also must become the chaser.
- 8) This game is fun to watch, so much so, players are often caught unawares when they've suddenly become the fleeer!
- 9) To add dynamics to this game, have two or three chasers and fleers going at the same time.



HA! HA! HA!

MAIN SKILL:

- Creating a Positive Environment

Other Skills:

- Group Dynamics

Purpose:

- To make people laugh.

Benefits:

- Takes very little organization.
- Easy to play.

Materials:

- no materials required

Instructions:

- 1) Have one person lie on the floor.
- 2) The second person puts their head on the first person's stomach.
- 3) This continues until everyone is lying down.
- 4) The first person says "Ha", the second "Ha Ha" and so on until everyone has said their correct number of Ha's or the entire group bursts into a fit of giggles which will always happen!



HONEY IF YOU LOVE ME

MAIN SKILL:

- Creating a Positive Environment

Other Skills:

- Group Dynamics
- Team Building

Purpose:

- To make another person in the group smile.

Benefits:

- This game doesn't require any materials.
- Can work in any group size from ten to thirty.
- Is fun.
- Builds group cohesiveness.

Materials:

- no materials required

Instructions:

- 1) The group sits on chairs in a circle.
- 2) The instigator is picked and he/she must sit on someone's lap.
- 3) The instigator asks three times, "Honey, if you love me, will you please, please smile?"
- 4) The person that is trying to refrain from smiling must look the instigator in the face and reply, "Honey, I really love you, but I just can't smile."
- 5) If they do smile at any time, they trade places with the instigator.



LINE 'EM UP

MAIN SKILL:

- Creating a Positive Environment

Other Skills:

- Coaching
- Communication
- Games That Build Leaders
- Group Dynamics
- Problem Solving

Purpose:

- To have group members rearrange themselves in an orderly formation.

Benefits:

- Members must work as a group.
- Members all have to participate and depend on one another.
- Great activity to use if you need to form lines i.e. waiting for a bus to arrive.
- Parents and siblings can get involved.

Materials:

- no materials required

Instructions:

- 1) Using the section on TEAMING UP in the FUN PACK, make groups of eight to ten people.
- 2) Have each group form a line, with plenty of room between each participant.
- 3) Each group's task is to rearrange themselves in the order you call out. For example, if you say, "alphabetical order by last name," groups hurry to rearrange themselves so members are all standing in alphabetical order.

Here are some formations to call out:

- By birthday months
- By age
- By alphabetical order of first or middle names
- By number of brothers and sisters
- By number of people in your family
- By how long they've lived in the community
- By length of hair
- By time they get up in the morning
- By bedtime
- By distance from school



TWO TRUTHS AND A LIE

MAIN SKILL:

- Creating a Positive Environment

Other Skills:

- Communication

Purpose:

- To help team members get to know one another.

Benefits:

- This exercise can break down stereotypes. For example, you may find out that a seemingly shy person appeared in a movie or an outspoken, tough guy has a teddy bear collection.

Materials:

- piece of scrap paper for each individual in the group

Instructions:

- 1) Use the TEAMING UP section of the FUN PACK to make partners.
- 2) The couples should be away from the others so they can't hear anyone but their partner.
- 3) In turn, have each partner find out as much interesting and unique information about the other person as possible.
- 5) After gathering this information, partners should select two true items about their partner and add one lie to each list.
- 5) Everyone gets back together in a large group and each person introduces their partner and talks a bit about them stating three interesting facts. Two of which, of course, will be true, the third being a lie.

The group then has to guess which one is the lie. What is neat about this exercise is many times the more ordinary "fact" is the untruth while the more wild item is the truth.

