



UNIT SEVEN

Games that Build Leaders



"There comes that mysterious meeting in life when someone acknowledges who we are and what we can be, igniting the circuits of our highest potential."

Author Unknown



ALPHABET GAME

MAIN SKILL:

- Games that Build Leaders

Other Skills:

- Coaching
- Communication

Purpose:

- To use your imagination and communication skills to converse with another player.

Benefits:

- Members use communication skills.
- Leaders, parents and siblings can get involved.
- Coaching and leadership skills can be used to encourage members.
- This is an excellent activity to help members with impromptu speaking.

Materials:

- no materials required

Instructions:

- 1) Using the TEAMING UP section of the FUN PACK help your members find partners.
- 2) Have the partners stand facing each other away from others.
- 3) One partner initiates a conversation with a sentence beginning with the letter A.
- 4) The other partner then says a reply starting with the letter B.
- 5) The first partner starts the next sentence with the letter C and so on.
- 6) If one person does not start talking with a word beginning with the right letter, they lose the contest.
- 7) This includes statements such as, "um, oh, etc."
- 8) If the players go through the alphabet twice, it is a tie, both are masters of the game.
- 9) The letter X may be omitted due to lack of appropriate words.
- 10) If groups are confident enough in their abilities, then challenge them to do it in front of the whole group.



ARE YOU GOING TO KEEP YOUR NEIGHBOUR?

MAIN SKILL:

- Games that Build Leaders

Other Skills:

- Creating A Positive Environment
- Group Dynamics

Purpose:

- To take turns being the leader.

Benefits:

- Members have fun while becoming more comfortable leading.
- Members interact with one another.

Materials:

- chairs for all participants except one

Instructions:

- 1) Have the group members sit in chairs in a circle.
- 2) Ask for a volunteer to act as the leader.
- 3) The leader should stand in the center of the circle.
- 4) Each group member, including the leader, is given a number.
- 5) The leader then walks around the circle, stops and asks a member the question, "Are you going to keep your neighbor?"
- 6) There are two possible responses:
 - If the response is "yes", everyone in the group, including the leader, must run for another chair. Whoever is left standing becomes the leader.
 - The person may also say, "No, I will not keep my neighbors" (or whatever two numbers). The two people whose numbers have been called get up and move to take the seats on either side of the caller. The two people who have been sitting next to the caller, as well as the leader, must scramble for the two seats vacated by those whose numbers were called. The person who ends up without a chair becomes the leader for the next round.



COUNT YOUR STARS

MAIN SKILL:

- Games that Build Leaders

Other Skills:

- Coaching
- Creating a Positive Environment
- Group Dynamics
- Problem Solving

Purpose:

- To solve simple math problems.

Benefits:

- Members must work as a group.
- Parents and siblings can get involved.
- A leader or leaders emerge from the groups.
- Participants sharpen their math skills.

Materials:

- Paper
- Markers
- Safety pins or clothes pins

Instructions:

- 1) Using the TEAMING UP section in the FUN PACK, divide group into two teams.
- 2) Each participant receives a piece of paper with a number on it (start from 0). The paper is to be pinned on them.
- 3) The leader, or Quiz Master, stands an equal distance away from each team and yells out a math problem, such as "2 times 8 minus 7" and the team must send the person wearing the correct answer - (9) - to the leader.
- 4) No talking is allowed on the team, the correct person must simply get up and run.
- 5) The first correct answer to the leader gets a point.

Suggestion: You may want to have the math problems with answers already typed or written out on separate slips of paper. They could be placed in a bowl and drawn out. This way anyone could be the Quiz Master and you could ensure that the answers will match the numbers you have given out.

Challenge: Have the answers to some of the problems be numbers higher than the numbers on the team members. This way the team will have to come up with a way to use more than one team member to take the answer to the Quiz Master.



RAZZLE DAZZLE

MAIN SKILL:

- Games that Build Leaders

Other Skills:

- Creating a Positive Environment
- Group Dynamics

Purpose:

- To allow different members to see what it is like to be a leader.

Benefits:

- Quieter members can build confidence as leaders.
- Can be played anywhere you have a bit of space.
- Leaders, parents and siblings can get involved.
- Is simple and easy to play.
- Builds group dynamics through participation, not competition.
- Builds skills and co-operation.
- Encourages following rather than leading. In 4-H sometimes we need to be followers, rather than leaders.

Materials:

- no materials required OPTIONAL: CD or cassette playing upbeat music

Instructions:

- 1) Clear a space.
- 2) Have players make a long, single line behind a leader. Explain that the goal of Razzle Dazzle is for everyone to follow the movements of the person standing directly in front of him or her - not the actual leader.
- 3) For example, the leader can begin by slowly raising an arm. The second person in line follows the leader, the third person follows the second, and so on to create a wavelike effect. Practice for a while with the leader standing in place and trying a variety of movements.
- 4) When everyone gets the idea, divide into two lines with the two leaders facing each other. Assign one leader to initiate the movements and the other to mirror them, with those behind following along.
- 5) For a razzle-dazzle finale, break into four groups with the leaders facing each other in an "X" pattern. One leader initiates the action, with everyone in the respective lines following along.

Note: Although this game is simple it creates an interesting scene.



THE SWORD OF ZORRO

MAIN SKILL:

- Games that Build Leaders

Other Skills:

- Coaching
- Creating A Positive Environment
- Group Dynamics

Purpose:

- To use mime and imagination to create the appearance of a group sword fight.

Benefits:

- Is a light-hearted activity that can be quite entertaining.
- Is simple, easy and fun to play.
- Creates a positive environment through fun.
- Allows creativity through drama.
- Brings out a different talent in members.

Materials:

- no materials needed.

Instructions:

- 1) Split the group in half or use a TEAMING UP activity from the FUN PACK to pair members.
- 2) Have the two teams line up facing each other.
- 3) Designate a leader for each group.
- 4) The groups are to fight as if they have swords in their hands.
- 5) Leaders take turns delivering the strokes, progressively increasing the number of strokes they may inflict on each turn.
- 6) Each leader has five different strokes:
 - As if to chop off the head of the opposing leader, in which case all the opposing team must duck.
 - As if to chop off the legs, all the opposing team must jump.
 - Striking clearly to the left, the actors jump to the right.
 - Striking clearly to the right, the actors jump to the left.
 - The leader thrusts his imaginary sword forward, the other team must jump back.



TRUE LIES

MAIN SKILL:

- Games that Build Leaders

Other Skills:

- Coaching
- Communication

Purpose:

- To use your imagination to create a story.

Benefits:

- This game provides an opportunity for members to be leaders.
- Members use communication skills.
- Leaders, parents and siblings can get involved.
- Coaching skills can be used to encourage participation.

Materials:

- several small objects that players can invent a story about, i.e. a key, a ring, or a book.

Instructions:

- 1) Have members form a circle.
- 2) Give each participant an object to invent a story about.
- 3) Give participants time to think up the most outrageous story that they can come up with about the object.
- 4) After giving them time to do this, go around the circle, allowing each person to tell their lie.
- 5) After each one has told their story, have the group vote on who told the most far-fetched lie.
- 6) This person receives the dubious honor of being the least trustworthy in the group.



FOUR CORNERS

MAIN SKILL:

- Games that Build Leaders

Other Skills:

- Conflict Management/Dealing With Difficult People
- Problem Solving
- Team Building

Purpose:

- To teach empathy.

Benefits:

- This activity can be done with any larger group.
- Does not require any materials.

Materials:

- no materials required

Instructions:

- 1) Four people are chosen from the group to be leaders. The group requires at least sixteen people.
- 2) Each of these four leaders is given a characteristic that will allow someone to join their group. (This is done in private) Something quite obvious i.e. glasses, jeans, tennis shoes, color of hair, etc. Each leader goes to a corner.
- 3) The remaining participants in SILENCE, walk and pass each of the leaders extending their hands, as if to shake. Each of the leaders shakes their head yes or no, as to whether or not they get to join his/her group.
- 4) When you join the group you stand behind the leader so that he/she may see the person that is coming next in line.
- 5) Hopefully, a few of the people will not be chosen.
- 6) You let these people pass all four leaders at least once, so they are rejected by one or two of the leaders twice.
- 7) You then call an end to the game and ask the leaders how they felt about having to reject people, how people felt about be accepted, and how those not chosen felt about not being chosen. Then ask each group if they can figure out why they were accepted to the group (You have not told the group that it is a physical characteristic). Sometimes they can figure it out and sometimes not.

Hint: Select people that are normally quiet or that tend to hang back from the group to be leaders. This helps them gain confidence.

Molly Gallagher



THE HIDDEN OBJECT

MAIN SKILL:

- Games that Build Leaders

Other Skills:

- Creating A Positive Environment
- Problem Solving

Purpose:

- To encourage observation of individuals in a group.

Benefits:

- Can be done with any size group.
- Requires little or no preparation.

Materials:

- Simple unobtrusive objects that can be easily hidden

Instructions:

- 1) Send the individuals out of the room.
- 2) Take a thimble, ring, coin, bit of paper, or any small article, and place it where it is perfectly visible but in a spot where it is not likely to be noticed.
- 3) Let the group back in the room.
- 4) When an individual sees the "hidden object" he/she should quietly sit down without indicating to the others where it is.
- 5) Allow time for others to see the "object".
- 6) After a fair amount of time he/she should be told to point it out to those who have not succeeded in finding it, to ensure his/her having really seen it.



UNIT EIGHT

Group Dynamics



“What’s important in life
is how we treat each other.”

Author Unknown



HUMAN TIC TAC TOE

MAIN SKILL:

- Group Dynamics

Other Skills:

- Communication
- Creating A Positive Environment
- Games That Build Leaders
- Problem Solving

Purpose:

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

Benefits:

- Members learn the importance of everyone participating.
- Members must work together.
- There are opportunities to encourage others to participate.

Materials:

- nine chairs or nine squares identified on the floor

Instructions:

- 1) Place three rows of chairs evenly in the tic-tac-toe position.
- 2) Divide the players into two teams using the Teaming Up section of the FUN PACK.
- 3) Have the teams stand in lines facing the chairs.
- 4) When taking their turn, the members of one team indicate O by placing both hands on their head.
- 5) The other team is X and makes that sign by folding the arms across the chest.
- 6) A team begins by having it's first player select a chair, then sit in the chosen chair, facing the two teams while making his team's sign.
- 7) He holds this sign until Tic Tac Toe is completed.
- 8) Then the first player on the other team goes, following the same procedure.
- 9) The O's and X's continue to take turns.
- 10) Each player decides on his own, where he is going to sit.
- 11) Rules for paper Tic Tac Toe apply and when the game is over the winning team receives two points, losing team zero points and a tie is one point per side.
- 12) Then the players that participated go to the back of the line and play again.
- 13) See whose team makes it to five or ten first.



A ROOMFUL OF RAIN

MAIN SKILL:

- Group Dynamics

Other Skills:

- Creating A Positive Environment

Purpose:

- To use teamwork to fill the room with the cozy sounds of rain.

Benefits:

- Participants see how working together in co-operation can get some interesting results.
- Members pay attention to others in the group.
- All members must participate to make the activity effective.

Materials:

- no materials required

Instructions:

- 1) Dim the lights and gather everyone in a circle. For a touch of drama, look up to the sky, put out your hand, and pantomime putting up an umbrella. "Looks like rain!"
- 2) Begin the rainstorm by rubbing your hands together. Starting on your left, invite players to join in, one at a time, around the circle. The gentle swishing creates the sound of soft rain.
- 3) Now snap your fingers. As each player around the circle switches, one after the other, from rubbing hands to snapping fingers, can they hear the rain get heavier? When everyone joins in, the torrent builds.
- 4) Finally, turn the rain into a storm by slapping your thighs and stamping your feet in turn, all around the circle.
- 5) To calm the storm, reverse the actions, slapping thighs, snapping fingers, rubbing hands until the last sound is that of just two hands rubbing and the rainstorm is over. As you flip on the lights, say, "Ah, sunshine!"

Variation:

Players can also make the sounds on each others' backs.

Instead of:

- Rubbing hands, they rub a person's back
- Snapping fingers, they gently tap a person's back using their fingertips
- Slapping thighs, they gently slap a person's back using the palms of their hands



BUDDY BUDDY

MAIN SKILL:

- Group Dynamics

Other Skills:

- Creating a Positive Environment
- Team Building

Purpose:

- To teach members the importance of looking out for one another.

Benefits:

- Leaders, parents and siblings can get involved.
- Is simple and easy to play.
- Builds group dynamics through participation.
- By varying "Buddies" you can encourage members to interact with one another.

Materials:

- no materials required

Instructions:

- 1) Clear a space.
- 2) Select someone as "It" and pair the rest as "Buddies." (Use "Well Known Pairs" game from the section TEAMING UP section of the FUN PACK). The Buddies form two circles, one inside the other. One partner is in the inner circle, walking clockwise; the other is in the outer circle, walking counterclockwise. "It" sits in the center of the circle.
- 3) Before each round, "It" secretly picks a number from 1 to 50. As "It" counts aloud, the Buddies in the two circles walk around in opposite directions. When "It" reaches the preselected number, he or she yells, "Buddy Buddy!" and all the partners have to find each other, place hands on each other's shoulders, and immediately squat or sit.
- 4) The last twosome to squat must join "It" inside the inner circle. "It" shares with them a new number, and next round, all three count it aloud.
- 5) As more players join "It" in the center, the counting becomes louder and louder, and the remaining Buddies fewer and fewer.
- 6) And finally, when only one pair is left, both take their bows.

Variation:

For younger children, "It" can be a fox, and Buddies, chicks. Instead of calling out "Buddy Buddy!", Fox calls out "Suppertime!"



GROUP MATCH-UP

MAIN SKILL:

- Group Dynamics

Other Skills:

- Coaching
- Creating a Positive Environment
- Initiative Tasks
- Problem Solving
- Team Building

Purpose:

- To learn some of the concepts used to make your 4-H club a success.

Benefits:

- Activity is done as a group which contributes to the dynamics of the group.
- Parents and members put names to topic areas.
- Identifies the roles of leaders, parents and members.

Materials:

- paper
- pen or pencil
- Or use the following two pages to complete the game. They can be photocopied, laminated and cut apart if desired. (Before cutting terms apart be sure you have a record of the words and their definitions.)

Instructions:

- 1) Divide parents and/or members into two to four groups. (Use the Teaming Up section of the FUN PACK).
- 2) Using the words and definitions supplied and have the groups match them up correctly. There are a couple of ways this could be done:
- 3) Make cards - one with the definition, one with the word
- 4) Put the word up on a flip chart, make cards with the definitions to be fun tacked or written up beside the word that the definition describes.
- 5) Ask for questions or comments.



<p>MEETING MANAGEMENT</p>	<p>The job of making meetings as fun and educational as possible. Taming the “meeting monsters” is also part of this job.</p>
<p>CONFLICT MANAGEMENT</p>	<p>Trying to solve and/or deal with problems that arise within the club through leadership, diplomacy and communication.</p>
<p>PARLIAMENTARY PROCEDURE</p>	<p>Based largely on common sense and courtesy. Provides for good manners and an orderly plan to follow at a business meeting.</p>
<p>GROUP DYNAMICS</p>	<p>The interacting forces within a small group.</p>
<p>TEAM BUILDING</p>	<p>The promotion of positive interaction of a group of people.</p>
<p>COACHING</p>	<p>Preparing and guiding others in a positive manner and in a way that readies them for activities and/or experiences.</p>
<p>POSITIVE ENVIRONMENT</p>	<p>Achieved through enthusiasm, excitement, interest and motivation.</p>
<p>COMMUNICATION</p>	<p>To get into connection with someone. To convey a message.</p>



INITIATIVE TASKS	Activities and/or ideas that get people involved.
PROGRAM PLAN	The goals, activities and meetings of a club for one year. It tells what the club is doing and when. It may also include who is responsible for each part of the plan.
GENERAL LEADER	Has the primary responsibility to lead the club through its annual work – needs skills in organization and delegation.
ASSISTANT LEADER	Supports the general leader and carries out designated duties.
PROJECT LEADER	Teaches members technical knowledge and project skills.
PARENT	This individual may volunteer for committees, transport 4-Hers to meetings, activities etc., provide support to leaders and members, and perform other miscellaneous duties often with very little recognition.
MEMBER	Someone registered in a 4-H club.



SIMON IN A BIND

MAIN SKILL:

- Group Dynamics

Other Skills:

- Communication
- Creating a Positive Environment
- Team Building

Purpose:

- To teach members to work together as a team.

Benefits:

- Leaders, parents and siblings can get involved.
- Is simple and easy to play.
- Builds group dynamics through participation.
- Can show the connections people have with one another.
- Shows how we depend on one another.
- Shows that everyone needs to participate to achieve success no matter what the situation.
- Shows that when one person does not fulfill their responsibilities it can effect everyone involved.

Materials:

- no materials required

Instructions:

- 1) Have everyone stand in a circle and link arms.
- 2) Once everyone's linked, challenge their cooperation skills with a simple game - "Simon Says."
- 3) That is, when you call out a command preceded by "Simon says," everyone in the group tries to complete it with arms hooked. Those commands not preceded by "Simon says" are ignored.
- 4) Here are some Simon calls to include: (Be sure to do some without saying "Simon says.")
 - Lift your elbows as far as they can go
 - Bend over as far as you can
 - Scratch your right ear
 - Scratch your left ear
 - Squat down
 - Touch your nose
 - Touch your right hand with your left hand
 - Walk around in a circle to the right
 - Hop up and down
- 5) When the game is over - and before everyone's unhooked - invite them to applaud themselves for a job well done. Then talk about some of the benefits mentioned above.



WHAT ARE YOU DOING?

MAIN SKILL:

- Group Dynamics

Other Skills:

- Creating A Positive Environment

Purpose:

- A wonderful way to perform a task - through pantomime and pretend!

Benefits:

- Uses imagination.
- Creates an environment for fun.
- Members interact with each other.

Materials:

- no materials required

Instructions:

- 1) Divide participants into groups of ten or so using an activity from the TEAMING UP section in the FUN PACK.
- 2) Have each group form a circle.
- 3) A designated player in each circle begins by pantomiming a task, such as washing the car, feeding the cat, painting a fence, and so forth.
- 4) The player on the right asks, "What are you doing?" The first player responds with a task different from what's actually being pantomimed. For example, while Amy pantomimes painting a fence, she responds with, "I'm washing the dog."
- 5) The second player immediately begins to pantomime washing the dog, and the player on his or her right repeats the question, "What are you doing?" While continuing to wash the dog, the second player answers with something like, "I'm driving my car."
- 6) This pattern goes on around the circle, with players continuing their actions even after their turns are over. Soon the circle's hoppin' with hustle and humor.



GETTING TO KNOW YOU YARN GAME

Main Skill:

- Group Dynamics Other Skills:

Other Skills:

- Communication
- Creating a Positive Environment

Purpose:

- To help group members introduce themselves to the group or to get to know familiar group members better.

Benefits:

- This is a good activity for many age levels.
- It helps individuals introduce themselves therefore is great for developing public speaking skills.

Materials:

- ball of yarn

Instructions:

- 1) Stand in a circle.
- 2) Take a ball of yarn and say the name of the group member that you are throwing it to.
- 3) When the member receives the yarn they can introduce themselves and give one or more details about himself/herself.
- 4) By the end of the game you have a spider web.
- 5) You can then pull on the yarn and talk about how everyone is connected (because everyone will feel the pull), or ask what happens to the web if someone isn't there.

Variation:

In a group where members don't know one another they could say something like "delegate with the yellow shirt" or "member with the red and white cap" when throwing the ball of yarn.

In groups where members are more familiar with one another they could say something that they know the member is good at. i.e. "great public speaker", "good friend", "great sense of humor".



THE COLORS GAME

MAIN SKILL:

- Group Dynamics Other Skills:

Other Skills:

- Communication
- Creating a Positive Environment

Purpose:

- To help new members get to know each other and to help familiar members get to know one another better.

Benefits:

- Simple to organize.
- Will not intimidate even shy members.
- Can work very well with small and medium sized groups. Large groups may need to divide into older and younger members.

Materials:

- large bag of M&M's

Instructions:

- 1) Pass M & M's around telling members to take three to five of different colors.
- 2) When the candies have been passed out, explain that they need to say their name and the following things based on the color of the candies that they selected.

M & M'S COLOR CODE

- Dark Brown - Favorite TV Show
- Light Brown - Favorite Movie of the past year
- Yellow - Favorite Sport
- Red - Favorite Singer/Band/ Type of Music
- Blue - Favorite Vacation
- Green - Favorite Fast Food Restaurant

Suggestion:

You could create a chart to post at the meeting with the M & M's Color Code on it.



UNIT NINE

Problem Solving



"The impossible is often untried."

Jim Goodwin



BANDANA KNOT

Main Skill:

- Problem Solving

Other Skills:

- Creating A Positive Environment
- Games That Build Leaders

Purpose:

- To use creativity to solve a problem.

Benefits:

- Demonstrates how even a seemingly insurmountable problem can be solved with creativity.

Materials:

- one bandana or piece of string for each individual

Instructions:

- 1) The challenge is to tie a knot in a bandanna without letting go of the ends.
- 2) Have the members try to do it without direction.
- 3) Really, play this up - let them have a good long try at it.
- 4) At some point, if they haven't discovered how to tie the know, show the group how. Fold your arms first. Grab the ends of the bandanna (this will be slightly awkward), slowly unfold arms, thus tying a knot.

Hint: This is a good introduction for a group that has never done creative problem solving games or initiative tasks. It introduces the concept of thinking outside the box.





CREATIVE CATEGORIES

MAIN SKILL:

- Problem Solving

Other Skills:

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

Purpose:

- To get team members to think fast and pool their knowledge.

Benefits:

- Members learn more about their project.
- Members work together and co-operate.
- Members must discuss things with one another.
- Leaders emerge from the groups.

Materials:

- pencils
- two sheets of paper for each team of four

Instructions:

- 1) Divide the group into four teams using suggestions from the TEAMING UP section of the FUN PACK.
- 2) Give each team a pencil and two sheets of paper.
- 3) Each team designates a team scribe who writes the four categories decided on by the leader at the top of each side of paper. Each team has the same categories. Here are some ideas. These suggestions are general and can work for any group:

- Things that are soft
- Cities in our province
- Mountains of the world
- Things that are round
- Things that come in pairs
- Things that grow taller over time
- Words with two letters
- Things that change colors
- Ways to greet others
- Things that make unpleasant noises

Here are some more project related suggestions:

- Parts of a sewing machine
- Parts of a beef animal
- Parts of a horse
- Judging terms
- Diseases
- Breeds of livestock
- Provincial 4-H programs



- 4) Give teams a specified time limit to meet together as a group and list all they can think of for each category - ten minutes is suggested but you may want to vary this depending on the category you are using. One minute may be ample for some categories.
- 5) Team members call things out, and the scribes jot them down.
- 6) When time's up, bring everyone together. Identify a category and ask a team scribe to read his or her list of items aloud. Teams with the same item raise their hands and their scribes score it according to the following:
 - Items listed by only one - three points
 - Items listed by two teams - two points
 - Items listed by three teams - one point
 - Items listed by all four teams - zero points
- 7) Continue in this way with a different scribe reading the list aloud for each of the four categories.
- 8) Teams then compute their total scores. The team with the highest score can celebrate by letting out a silent cheer - one with lots of action but no sound!



FRISCO'S FOX-HOLE

MAIN SKILL:

- Problem Solving

Other Skills:

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

Purpose:

- A group plays sleuth as everyone shares clues about Frisco the Fox. Frisco has himself in a hole and needs you to solve this mystery to free him from his fox-hole.

Benefits:

- The group will learn to work together to solve a problem.
- Players will use public speaking skills and listening skills to communicate with one another - talk and listen.
- Players may need to help, or coach one another to solve the problem.
- Leaders, parents and siblings can get involved.

Materials:

- markers and a board to write on or the hand-out
- clues - at least one to each member of the group

Instructions:

- 1) Write on a board or give each player a handout with the information: What's Missing? Who Took It? Where Is It? - provided after the instructions to this game.
- 2) Read this aloud to the players:
 - Frisco the Fox, world famous 4-Her, is very upset. In fact, he's so upset, he's refused to come out of his hole for his guest appearance at the National 4-H Clever and Cunning Conference until the mystery is solved. Frisco states "I can't come out of my hole until it's found".
- 3) Explain that the challenge is to solve Frisco's mystery as a group by sharing clues and piecing together the evidence.
- 4) Hand out the clues - at least one to each player. Clues are printed below.
- 5) Participants begin by reading aloud their clues, discussing them, and then figuring out as a group what Frisco is missing, who took it, and where it is.



- 6) There are only two rules:
 - Don't write anything down or mark your paper in any way.
 - Don't let anyone see your clue.
- 7) Invite players to randomly read aloud their clues, and, based on this shared information, solve Frisco's mystery of what, who, and where.

Answer:

Frisco's hairpiece was taken by Ruffles the dog and can be found under Frisco's bed.

Variation:

Make enough duplicate clues so you can divide a large group into smaller groups. Then time each group to see which one can solve Frisco's mystery the fastest.



CLUE SHEET CHOICES

Each group gets this list

What's Missing?

A new kitten
An opera ticket
A hair piece
A red convertible
A favorite cookie recipe
A diamond earring

Who Took It?

Ruffles, his dog
Sam Slick, his leader
Lisa Lafox, his girlfriend
Fred Fox, his friend
Cousin Cunning Kelly

Where Is It?

At the bottom of the lake
Under the bed
In the wash
Up in a tree
In his soup

Clues

Photocopy this list of clues and cut them into strips. Hand out at least one to each member of the group. All clues must be handed out. Some members will have more than one clue.

- Frisco likes only Big Band music.
- Frisco is allergic to cats.
- Frisco is bald.
- Frisco doesn't own a car.
- Frisco can't cook.
- Frisco's only piece of jewelry is a ring.
- Sam Slick's in bed with the flu.
- Lisa LaFox is out of town making her first movie, "Computerchase."
- Fred Fox is completely innocent.
- Cousin Cunning Kelly is on a safari in Africa.
- Frisco never eats soup.
- There are no trees around Frisco's apartment.
- Ruffles likes to play under Frisco's bed.
- It's not in water.
- Frisco loves animals.
- Sam Slick regularly attends the opera.
- Fred Fox loves to make homemade cookies.
- Lisa LaFox loves diamonds.
- Fred Fox often goes fishing.



LAST DETAIL

MAIN SKILL:

- Problem Solving Other Skills:

Other Skills:

- Creating A Positive Environment

Purpose:

- To identify how a person changes their appearance.

Benefits:

- Members use communication skills.
- Parents, siblings and leaders can participate.
- Needs very little preparation and can be facilitated by virtually anyone.
- Can be an opportunity to develop leadership skills in younger members.

Materials:

- no materials required

Instructions:

- 1) Have one person sit facing the rest so that they can observe him/her.
- 2) Then the person turns his/her back to the others and changes six details about the way he/she looks - details that can be seen without the observers needing to touch or move anything. i.e. put your necklace backwards, do up one button, put your hair behind your ear.
- 3) Turning back, he/she lets the others guess the changes.
- 4) The person who guesses correctly the sixth detail gets to go next.



NAMEMATES

MAIN SKILL:

- Problem Solving

Other Skills:

- Communication
- Creating a Positive Environment
- Games That Build Leaders
- Group Dynamics

Purpose:

- Players put their heads together to create a list of words.

Benefits:

- Members work together as a group and brainstorm.
- Members develop knowledge in their project area.
- Opportunity to develop member's leadership skills.

Materials:

- paper and pencils for groups of four

Instructions:

- 1) Using an activity from the TEAMING UP section of the FUN PACK, divide participants into groups of four.
- 2) Give each group of four a paper and a pencil, have a designated scribe print the first name of each team member in bold letters on the sheet of paper.
- 3) Each group's challenge is to see how many words they can make from the letters in their names, in five minutes. (Proper nouns don't count.)
- 4) When time's up, invite each group to stand and share the five words they're most proud of.
- 5) Pay special tribute to the group who had the:
 - The most words
 - The most words longer than three letters
 - The longest word

Variation:

- To increase the length of word lists, tell the groups to use the letters from the first names of teammates as well as the last name of one teammate they select.
- Challenge members to find words that are related to a certain 4-H topic; i.e. judging, public speaking, grooming and showing, cooking, canine, computers, beef, sheep, etc.



TIES THAT BIND

MAIN SKILL:

- Problem Solving

Other Skills:

- Coaching
- Communication
- Conflict Management/Dealing with Difficult People
- Creating a Positive Environment
- Group Dynamics
- Team Building

Purpose:

- To have partners work together to solve a knotty problem.

Benefits:

- Partners must communicate with one another - talk and listen.
- Members will have to observe and learn.
- Members will learn skills in co-operation.
- Partners may need to help, or coach other groups to solve the problem.
- Leaders, parents and siblings can get involved.

Materials:

- three-foot length of string for each player

Instructions:

- 1) Pair players as partners using the section in the FUN PACK called TEAMING UP.
- 2) Give each person a length of string.
- 3) Have one partner of each set tie the ends of the string around his or her left and right wrists.
- 4) Now the other partner ties an end of his or her string around one wrist and loops the other end over the partner's string, before tying the remaining end to his or her other wrist.
- 5) The challenge for the partners is to disconnect themselves without breaking or untying the string. Can they do it? It won't be easy, but once a couple figures it out, they can help the others free themselves.
- 6) At the end, discuss all the different ways you observed partners working together.

Hint: One player slips the middle of his/her string under the other partner's wrist loop and over the partner's hand.





TOP SECRET LEADER

MAIN SKILL:

- Problem Solving

Other Skills:

- Creating A Positive Environment
- Games That Build Leaders

Purpose:

- To have someone guess who the leader of the group is.

Benefits:

- All members must participate and pay attention to make the game successful.
- Members learn to work together and co-operate.

Materials:

- no materials required

Instructions:

- 1) Ask a volunteer to be "It" and leave the room.
- 2) The rest of the group selects a Top Secret Leader to lead them in a series of actions, such as winking, clapping, and arm-raising.
- 3) When "It" returns, he or she stands in the center to observe while the group tries to imitate the leader's actions - without indicating who the leader is.
- 4) "It" has three guesses to figure out just who is leading whom.
- 5) If correct, Top Secret Leader becomes the new "It." If incorrect, select a new "It" and play again.



WORD DOODLES

Main Skill:

- Problem Solving

Other Skills:

- Creating A Positive Environment
- Communication

Purpose:

- To have individuals use creative thinking to solve 'doodles'.

Benefits:

- Can be done as an individual problem.
- Can be done as a group problem.

Materials:

- a copy of word doodles for each small group. You can use ours and/or obtain others from puzzle books.

Instructions:

- 1) Use the TEAMING UP section of the FUN PACK divide into groups of three or four.
- 2) Hand out a copy of the word doodles.
- 3) After ten minutes or so see how many groups had all the problems solved.

Here are a few examples of Word Doodles:

Eggs easy	greenvy	He's/himself	ll oo	hist.ory
--------------	---------	--------------	----------	----------

Answers:

- eggs over easy
- green with envy
- he's beside himself
- circles under the eyes
- a period in history

How did you do?



ALL ABOARD

MAIN SKILL:

- Problem Solving

Other Skills:

- Initiative Tasks
- Team Building

Purpose:

- To get everyone onto a small support with no one being eaten by the shark.

Benefits:

- Active game that can be done anywhere.
- Any size group.

Materials:

- something that can support the entire weight of the group - gym mat would work

Scenario:

The group's ship has sunk and they are now swimming in shark infested waters. Every once in a while a shark comes along to see if there is anyone in the water that can be eaten.

Instructions:

- 1) The group is standing around the support object.
- 2) When the facilitator yells "shark", the group has 60 seconds to get everyone onto that object of support and hold it for ten seconds before the shark (you) gets there and swims around looking for someone to eat.
- 3) If the shark finds someone not fully supported by the object, the shark will take that person out of the game and have them sit on the side and observe and be prepared to share their observations of the group during the debrief.
- 4) Each time the shark leaves, everyone has to get off of the object and "tread water" around the object or it will sink.
- 5) You can use your own time limit on the game. Having the shark attack three times may be enough. Use your imagination to create your own end to the game.

Variation:

This activity can have some powerful lessons for any group, beginning or experienced. Normally teamwork is encouraged but it can be interesting to see what happens when the objective has an "everyone for themselves" attitude. Doing this activity a few times and increasing the objective to the point where no one is allowed to die and if they do, they have failed at the challenge. Use it carefully and make sure you do a good job of the debrief to pull the lessons out. Make sure that whatever you use to support the group can actually support the group.



SWITCHING PLACES

MAIN SKILL:

- Problem Solving

Other Skills:

- Games that Build Leaders
- Initiative Tasks
- Team Building

Purpose:

- For one group to switch places with the other group and end up with each group on the other bench in the same order they were at the start and facing each other.

Benefits:

- This is a deceptively simple challenge that may take numerous attempts to successfully complete.
- When the whole group succeeds their sense of accomplishment is incredible.
- Active activity that can be done anywhere.
- Any group size although if there are much more than thirty, you might need to modify the objectives.

Materials:

- Long benches or very sturdy chairs. You want something relatively narrow and just high enough off the ground to make a fall obvious but not dangerous.

Scenario:

The group is balancing on two small limbs or beams across a canyon. The two limbs face each other - one on one side of the canyon, one on the other side. The two limbs don't quite meet in the middle. The two sets of people have to switch places for everyone to survive.

Instructions:

- 1) Use the TEAMING UP section of the FUN PACK to divide the group into half.
- 2) With two benches lined up with a gap in between the benches, half of the group stands on one bench and the other half stands on the other bench.
- 3) Each group is standing, lined up and facing the other group.
- 4) You are not allowed to come into contact with the ground or any other object other than the benches and other people on the benches.
- 5) If anyone does contact something, both groups return to their original positions and start over.

Variation:

Have the group start all mixed up as one group and have them line up according to their birth dates, height or any other sequencing idea.



Note: This is a deceptively simple initiative task that if set up properly can have amazing results. The first time that you do it, you might want to make sure that the groups aren't too crowded on the benches. If the group is experienced at these challenges or were successful at this one already, try to squeeze them onto an area that they barely fit.





REVERSING PYRAMID

MAIN SKILL:

- Problem Solving

Other Skills:

- Communication
- Games that Build Leaders
- Initiative Tasks
- Team Building

Purpose:

- To reverse a pyramid shape by only moving 3 people.

Benefits:

- Teaches creative thinking and leadership.
- Quiet activity that can be done anywhere.
- Works on problem solving and thinking skills.

Materials:

- no materials required

Instructions:

- 1) Must be done with groups of ten individuals.
- 2) Have the ten people stand in a triangle formation with one row of four, one row of three one row of two, and one row of one.
- 3) By only moving three people, flip the triangle so that the top is now at the other end.

Variations:

- Flip a larger triangle using a larger number of people and moving four people.
- Try different combinations to make it difficult.
- One solution just in case you need it.
 - 0 moves up to the third row
 - 4 moves down to the third row
 - 1 moves up to the top row

Step one	Step two	Step three	Step four
1 2 3 4	1 2 3 4	1 2 3	1
5 6 7	5 6 7	5 6 7	2 3
8 9	8 9 0	8 9 0 4	5 6 7
0			8 9 0 4



ALL IN KNOTS

MAIN SKILL:

- Problem Solving

Other Skills:

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

Purpose:

- Players start out in knots and then help each other unwind.

Benefits:

- Partners must communicate with one another - talk and listen.
- Members will have to observe and learn.
- Members will learn skills in co-operation.
- Partners may need to help, or coach other groups to solve the problem.
- Leaders, parents and siblings can get involved.
- Players must think to solve a problem.

Materials:

- no materials required

Instructions:

- 1) Clear a large space.
- 2) Divide the players into groups of six to seven. Each group stands in a circle and holds any two people's hands across from them.
- 3) The challenge is to work together to untangle themselves without letting go of hands. Remind them to stay cool and discuss ways to unwind as they go. You'll be surprised at the knot experts who'll emerge! Be sure to let them take a bow!

Variation:

All but two players hold hands and form a circle. The circle group then twists over and under one another, without letting go of hands. The two players, the Knot Us team, help the group untangle itself by guiding them in where, when, and how to unwind.

