



thinking space

GAMES TO RE-ENERGISE

WHAT IS IT?

Games get oxygen pumping around bodies and brains. They promote team-work and encourage group cohesion. They bring the focus and attention of everyone into the room. They act as a marker to signify the session has begun. They can be useful for everyone to introduce themselves to one another and they can reinvigorate students who are flagging.

Make up your own rules and adapt them to suit your group...here are just a few to get you started.

RECIPE

- **No. of participants:** Any
- **Age of participants:** Suitable for any age
- **Preparation time:** None
- **Delivery time:** 5 minutes each
- **Materials:** None

GAMES

Zip-Zap-Boing!

Everyone stands in a circle. Miming a ray-gun you send 'Zips' around the circle to your right, 'Zap' changes direction and can be sent anywhere in the circle and 'Boing!' [putting your hands in the air] deflects the 'Zip' back to the person who sent it to you. If anyone makes a mistake they are out.

Stuck In The Mud

A game of 'Tag' except that once someone is tagged by the 'Tagger' they are stuck in the mud. They freeze where they are with their legs shoulder width apart. The only way they can be freed is by someone crawling underneath their legs. The aim is for the 'Tagger' to get the whole room stuck in the mud.

I Am An Egg

There are three stages of evolution: egg [cupped hands]; bird [hands held together by thumbs flapping like a birds wings]; omnipresent being [hands in a prayer]. In pairs everyone must duel with one-another to decide whether or not they move up or down the evolutionary chain.

GAMES (cont.)

A duel consists of putting your hands behind your back and producing either 0 – 5 fingers. The first person to add up the combined total of fingers and shout out the answer wins. A draw means you both stay on the evolutionary level that you are already at. If you win you evolve a level. If you lose you devolve a level. Omnipresent being is the highest level; egg is the lowest level. Keep playing until everyone has duelled with everyone else and then note the number of fully evolved omnipresent beings at the end.

Moose, Moose, Moose

Before you begin everyone is in a circle and takes it in turns to say what animal they are. They repeat their animal name three times as you move around the circle 'Elephant, elephant, elephant'; 'Bee, bee, bee' etc. When the game begins someone stands in the middle of the circle. They must say someone else's animal name three times very quickly. The person who's animal-name gets called out must say their animal name once – but they must try and say it before the person in the middle has finished saying the name three times. E.g. 'Elephant, elephant, ele...' 'Elephant!' '...phant'. If they manage this the person stays in the middle. If they do not then they must take their place in the centre.

Walking to Running

Everyone starts off walking very slowly around the room. They must not bump into anyone else and must not walk in a circle, they can move anywhere. As the facilitator you then encourage them to speed up their walk until they are briskly bustling all over the room. You increase their speed until they are all running around the room. If anyone bumps into anyone else they are out and must sit by the wall.

Opposites Game

You continue with the Walking to Running game but this time everyone has to do the opposite of what you ask. When you shout 'GO' they must all stop, when you shout 'SLOWER' they get faster etc.

Make it harder by adding more actions like claps, jumps, whoops etc.

TIPS

- If the students become over-excited use a focussing game before moving on to the next activity.

FIND OUT MORE

- See 'Games To Focus' Tool
- See 'Taking Enquiry Further' Tool
- See 'Thinking In Role' Tool



THINKING SPACE

Flat 2, 46 Sale Hill
Broomhill
Sheffield S10 5BX
07986631385

info@thinkingspace.org.uk
www.thinkingspace.org.uk

