

## Sample Activities

# Community Builders

These are games that enable all members of the community to be perceived (and to perceive themselves) as equal, to build a **Relevant** group identity, and to build group communication skills.

Here are some examples of Community Builders:

**Key Stage/s:**

- **Descriptive names** – the group were given stickers and asked to think of a word to describe themselves and to place this and their name on the sticker. Others were invited to ask why individuals had chosen their particular names, therefore revealing something about themselves to each other. **All**
- **Famous people** – the group write the names of famous people on post-it notes and stick them to the foreheads of their colleagues, who then have to guess who they are by asking the rest of the group questions with Yes/No answers about who they are supposed to be, e.g. 'Am I a musician', 'Am I male?'
- **Numbers** – the group sit round in a circle with the aim of counting aloud from 1-20 (or whatever the number of the group of children), with each person who wants to say the next number standing up, no one knowing who will stand up next, and so the children having to pay attention to see whether or not any of their colleagues are just about to stand up and say the next number, because if more than 1 of them get up at the same time, the whole group have to go back to the beginning.
- **Introducing ourselves** – each of the members of the group have the opportunity to say a few things about themselves to the rest of the group, whether it be where they live, about their family, or their hobbies.
- **Wink/Tongue murder** – A murderer is chosen secretly by the group leader. The group must then look out for an individual in the group who has the power to 'kill' by winking, or sticking his/her tongue out (depending which you choose). If winked at, individuals are encouraged to die dramatically. Detectives are chosen to seek out the winking murderer.
- **Pole activity** – The group are given a garden cane(s).

The participants must lower the cane to the floor, working together as a group. Each participant's index fingers must always remain in contact with the underside of the cane throughout the activity.

- **Community Bingo** – the participants are each given a bingo card, which includes a number of statements such as 'Has a relative in another country'. To play the game the participants must find someone who fits the item description, gets that person to sign their name in the relevant bingo card square and continue until all the squares are signed.
- **A who and A What** – you need two teddy bears (a 'Schmoo' and a 'Smitzel,' or any other fun names!). The leader starts by passing the 'Schmoo' to the person (A) on their right and saying 'this is a schmoo' the person (A) replies and passes it back saying 'a who?' and the leader replies by saying 'a schmoo'. The person then takes the bear and passes it to the next person (B) saying 'this is a schmoo' the next person asks 'a who', the person (A) who just passed the bear then turns back to the leader and asks 'a who?' the leader replies 'a schmoo' and person A repeats to person B 'a schmoo'. Person B then turns to the next person and the game continues until the schmoo is introduced to the leader by the person sitting on their left.
- **Rabbit Ears** – with everyone sitting in a circle, one person starts by making rabbit ears (two hands on top of their head). The person on the right has to make one ear with their left hand and the person on their left has to make one ear with their right hand. The person with rabbit ears then points their ears (hands) at someone else in the circle who then has to make rabbit ears and the two people sitting next to them have to make single ears. This is called passing the ears as the person who passed the ears then stops making rabbit ears. This continues and when this is going well the leader can introduce another set of ears to be passed around.
- **Fruit bowl** – sitting in a circle on chairs children are labelled after different kinds of fruits. One person stands in the middle and calls a fruit the children who have been labelled that fruit need move chairs. The person who called the fruit sits down in a chair and a different person is left in the middle. When fruit bowl is called everyone must move.