



TERA/Midsouth AEE ACTIVITIES YOU SHOULD KNOW

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Preconference 4/14/11

Opening Games 4/15/11

UBUNTU CARD ACTIVITIES - These cards will be available in about a month at the High 5 website...but here are the activities we played with them in the workshop.

- **COMMON SYMBOL COMMONALITIES** (large group, played with multi-image side)
Give a card to each person in the group. Challenge everyone to pair up and find a matching item on their cards. When they do find a match, have them try to find something else in their lives that they have in common. Once they are successful, have them move on to a new person and repeat the activity.
Note: all the cards have a common symbol with every other card... but the group doesn't need to know that.
- **WARP SPEED FIND** (10-15 participants, played with multi-image side)
The object of this timed activity is to identify the matching images on the cards as quickly as possible as play continues around the circle. Assemble the group in a circle and give a card to each person. Have the group choose who will be the start person (player 1). Start timing the group when player 1 turns right to player 2. Both turn over their cards and search for the common image. Once they successfully identify a match, player 2 turns right to player 3, and then this pair works together to find their matching image. Play continues around the circle in this manner until the last player and the first player find their match. Stop timing. You can try another round to improve your score but be sure to shuffle your cards before the second round.
- **BLIND FIND** (Any size group, played with multi-image side)
Give a card to each person in the group and ask everyone to find a partner. Tell the group that (on your signal) they should study their own card for 20 seconds. (Time can be adjusted based on age and ability of participants). Then, tell participants to hold their cards up next to their heads (at your count) so that their partners can see the card but they cannot. Have them attempt to find the match by looking at their partners' cards and recalling what is on their own. To continue, players trade cards and find someone new to play with.
- **CHAMPIONSHIP FIND** (Large group, played with the multi-image side)
Give each person a card and ask everyone to find a partner. On your signal, have the partners turn over their cards and race to find the matching image. The person who finds the match first wins, capturing their opponent's card. The winner also gains the opponent onto their team as their new, biggest, most enthusiastic fan. The winner continues playing by finding other undefeated participants to play against, while their growing fans cheer them on. Play until one person has all the cards and all the fans. Congratulations!
- **FIND AND FLEE** (Large Group, played with the multi-image side)
Give a card to each person in the group and direct your large group to divide into circles of 8-12 participants. Instruct everyone to show their cards face up in the middle of the circle (on your count), and as quickly as possible find a match with another card. When players find a match they should swap cards with that person and then step out of the group and quickly step into another group and resume play in their new circle. Only the "finder" leaves the group – the person with whom the finder swapped cards remains. End the game while energy is still high. You can also play with one small group: play until there is one person left in the circle, and celebrate the last person left.
- **THERE'S A REASON** (Any size group, single-image side)
This activity works well after playing any of the above connection activities in which cards are traded often and everyone has a card in the end of the activity (Find and Flee, Blind Find). Ask the group to turn over their cards to the single image side. Tell the group that some people believe that things happen for a reason. Ask the group to think about the single image they are holding and challenge them to find a reason or connection as to why they ended up with that specific card.

HIGH 5 MINGLE

Have everyone get a partner to be their High 5 partner.

Make sure everyone has a partner. You can play or not depending. Tell everyone to remember who his or her partners are.

Next find a new partner to be your Top Gun Handshake partner. Have the group go back to earlier partners in between new partners to review.

I have played this a few ways

- You could just do partners with a variety of handshakes. This gets the group moving around as quickly, meeting a lot

of partners. No partner activity or questions.

- Each time they get a new partner, they spend some time discussing a topic with them to really get to know the partner. *This is a slower version but gets the group interacting. I also have revisited the partners at the end of the day to do a little processing and changed the questions to reflection questions based on the day.*
 - Top Gun Partner = Favorite movie
 - High 5 partner = Personal Object story
 - Ankle shake partner = biggest adventure you have been on.
 - Wind up Toy.
- Partnered activities we did with High 5 mingle partners
 - **SNOOPY AND THE RED BARON STRETCH** – Partners stand arms length apart and choose a hand that they will use to be the “plane”. One person is Snoopy and the other is the Red Baron who chases Snoopy. Neither person may move their feet. Red Baron hand tries to tag the Snoopy hand
 - **ONE HANDED SHOE TIE** - Retie a shoe using only one hand per person in a pair.
 - **TINU TEACHINGS** - Give partners one minute to teach their partners a skill, trick, song, dance move... whatever.

GROUPLETS - Shout out a number and the group has to quickly get into groups of that size... keep shouting out numbers... good way to randomly get people into groups... stop when you have what you want.

WHAA - Person A starts with their arms up and drops them in the direction of someone else (Person B) while yelling ‘Whaa!’. Person B puts up their arms and says ‘whaa!’ . The people on either side of Person B “chop” toward Person B and say ‘whaa!’ ... the Person B now drops their arms down toward someone else (Person C)... saying... you guessed it ‘WHAA!’.

PROJECTED PROVERB - Everyone picks a prophetic statement to share. Disperse the group and have them reform the group by shouting out the prophetic statements only. We used farm animal sounds for my own entertainment.

NAME MOSH – Set a pattern with names... Practice that pattern to make sure you have it down. Then set a pattern with a fleece ball... Practice that pattern also. Then try both patterns at the same time. If it is working set another pattern with switches (people switching places)...try all three, if you dare.

LOOK UP, LOOK DOWN & RUN - Begin with the group in one circle with a spot marker in the center. Explain the rules of the activity. Have group circle up in 2 circles separated by a distance (as long or as short as you wish).

- Someone (the facilitator to begin) will say, “Look Down!” The group will look down at the ground.
- Next, the facilitator will say, “Look Up!” instructing players members to look up at another player’s eyes.
- If a player finds that they’re making eye contact with another player they yell out in surprise and run across the field to the other spot marker to create or join a new circle.
- Participants not making eye contact should remain in the circle and continue with the game of looking up and down until they make eye contact with another player.
- Anyone can call out the commands look up and look down.

HUMAN MASTERMIND – Place 4 spot markers on the floor in front of your group. Write down the names of 4 group members on a slip of paper so they correspond to the 4 markers. The group must figure out who is on the 4 markers and in what order, in the fewest amount of guesses possible. Each guess must have 4 people on the markers. After each guess, the facilitator only gives 2 pieces of information: how many people are correct and how many are in their correct spots. Plays best with 8-10 participants. More people, the more possible answers, the harder this is.

KNEE TAG – Everybody is it. You can only tag other people on their knees. If you are covering your knees, you are safe but you cannot move. To move you must move your hands to your stomach (uncovering your knees to a potential tag).

CUBED ACTIVITIES - I used the set of 1” wooden cubes we sell but you could easily improvise.

Rules for supporting the cubes:

1. Participants may use one fingertip to support the cube(s).
2. When using more than one cube, they must be arranged in a line: no stacking.
3. Partners working together may not make contact with each other.

- **QUICK CUBES & TRICK CUBES** *A cooperative movement activity for partner pairs.*
Using the partner pairs and cubes, invite participants to practice moving about while supporting the cubes using the fingertip method described above. Challenge pairs to jump, run, twist and spin. Challenge the pairs to come up with their best cube trick or stunt. To finish the activity, allow some time for partner pairs to show off their tricks.
- **BREAKING THE ICE** *What it's all about!*
Divide the group into pairs and distribute three cubes to each pair. Line the three cubes side by side (in a line) on the ground. Participants lift the four cubes at once using only their index finger. Allow the groups to practice holding and moving with their cubes. Once folks have a sense of this, let the game begin. The object is for partner pairs to work together to break the ice of other groups while protecting their own.
Rules:
 - You may only use a single finger to break ice, no arms, legs, feet, heads, etc.
 - You may only use a single finger to hold up your ice cubes.
 - If your ice is broken reform from the ground and try again.
- **BUILDING BLOCKS** *A challenging group initiative!*
Challenge the group to create the largest flat formation of blocks and lift the entire structure off the ground using the rules for supporting the cubes above.

OPENING GAMES SESSION

OLD SCHOOL FACEBOOK - My good friend Hutch Hutchinson showed me this one. Have the group mingle around making friends. When you talk to someone... talk about what facebook "group" or "page" you would both be a fan of. Continue mingling, having conversations. If you see one of your friends... reach over and "poke" them. Also... recommend friends to other people based on what you learn about them and what you have heard from others.

Toss a Name – tossable object is passed to someone in the circle. The person who tossed the object follows the object and takes their place. The receiver tosses the object to someone new and follows it. Obviously saying names as you go. Add in more object to make it interesting.

6 COUNT – Arm movements for a count of 6. Right arm goes from Straight up to Straight down alternating. (1-up 2- down 3-up etc) Left arm goes from straight up to straight out to down then back to straight up and so on. Show the arm movements separately first (easy) then put it together (wicked hard)

Gotcha - Group circled, right pointer finger hovering over palm of person to your left... GOTCHA!

MORPH STRETCH – Everyone picks someone in the circle to mimic throughout the stretch. Then everyone decides what stretch (or pose) they are going to do individually. Start stretching and after a second or two, have the group start to follow the person they picked (getting the benefit of any stretching they can do going from their stretch to the other person's stretch. It won't take long before the whole group is doing the same one or two stretches.

GROUP JUGGLE CHAOS - A fun large group variation on group juggle. Have groups of 8-10 people set a pattern with a distinguishable tossable object (fleece ball, stuffed animal). Once this pattern is set, have the groups repeat the pattern through one time and on the second time through, group members peel away from the group and intermingle with the larger group. They continue passing the object in the pattern in this chaotic format on more time through before returning back to their home area and finishing off with one more run through the pattern. CELEBRATE!

- This activity is a great metaphor for a conference as we all have our home programs but we come together to learn and mingle and then we return home to share our new knowledge and inspiration.

If you have any questions or comments, please feel free to contact me at High 5 Adventure
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