

## Cooperative Games

### **Birthday line up**

Arrange the group in a circle by order of birthdays (day/month)

Make it easier: have smaller groups

Make it harder: no speaking! (Learning for Peace game)

### **The name game**

Throw a ball across the circle, naming the person you are throwing it to.

When someone has received the ball, they sit down so they do not receive the ball more than once. It is important to remember the sequence of throwing. Try again – can you get the sequence the same? Can you do it without the names? Can you do it with two or even three balls? (Learning for Peace game)

### **Cup and String**

The objective is to work as a team to stack six plastic cups into a pyramid.

The challenge is that players cannot touch the cups, but must instead only use a rubber band tool – attach four lengths of string, evenly spaced, to a rubber band.

Make it easier: use fewer cups

Make it harder: stack the cups into a tower (one upright, one inverted) or a unique shape. (Learning for Peace 3.15)

### **Pass the clap**

Everyone sits in a circle, or just make a stood-up circle at desks with a bit of movement. The aim is to “pass the clap” one at a time around the circle, back to where it began. One person starts and tells the group which way it’s going to go. Encourage students to pay attention to when it’s their turn, and the challenge is completed when it gets around with no hiccups.

Make it easier: facilitator use own eye contact to help guide them to whose go it is next

Make it harder: go back the other way, do it as fast as they can, go across the circle using names/eye contact to show who it's going to

### **Fifteen uses for...**

Present a group with an everyday object.

Can they come up with fifteen uses for the object, beyond its established use?

For example: A wooden spoon "It could be a replacement table tennis bat".

"An oar for a boat" "A prop guitar!" Etc.

Make it easier: fewer uses

Make it harder: be strict with judging - so an oar for a boat wouldn't work, but an oar for a Guinea pig's boat would!

### **Sitting ducks**

Ask the group to stand in a circle. The aim is for everyone to sit down without verbally communicating. However, if two sit at the same time, the game resets. Before long, they should realise that going around the circle in order completes the challenge. Celebrate when they do!

Make it easier: allow them to debrief as a team in between rounds

Make it harder: no communication at all allowed, do it with eyes closed.

Adapted from games at [www.HiddenLeaders.com](http://www.HiddenLeaders.com)