

PROJECT ADVENTURE GROUP ACTIVITIES.

Name games

- Each participant says his name as fast as possible. Time the group and try to get the world record.
- Each participant says the next participant's name. Time the group.
- Participants say their name backwards. Time the group.

Circle games

- HOPPITY-HOPPITY-HOP: elephants, cows, dogs, etc. The game leader is inside the circle he points to a person and says the animal name (elephant, cow, dog) and immediately after he says HOPPITY/HOPPITY/HOP, the person and the ones beside him have to form the animal before he finishes saying hoppity... (i.e. the cow: the center participant holds his hands with his thumbs down, and each of his neighbors have to milk the cow).
- Knee slapping: a circle of participants stands close together. Each participant places his/her hands on the neighbor's knees. (i.e. my left hand is on the right knee of my left/hand neighbor, and my right hand is on the left knee of my right hand neighbor) upon the signal, one participant slaps the knee of neighbor with his left hand, the neighbor, then has to wait for the next in line to slap his other knee, then he slaps the next persons. (I hope this makes sense, it is easier explaining it by doing ☺)
- One truth, two lies: Each participant tells three stories: One of these has to be true. The rest of the participants have to determine which one is the truth and which ones are not.
- Participants stand in a circle and there is a spot (base, paper, anything) in the center of the circle. Time how long it takes for the participants to all step on the spot. Only one player touches the spot at one time. They have to figure out which is the best way to do it.

ELECTRIC FENCE:

Put an elastic band in between two posts. Use mats for safety. A team has to make all its members go to the other side of the electric fence without touching it or the posts or the space immediately below the band. Safety first!

SHRINKING HOOPS (this is not the real name, but I do not remember the right name). Have one hoop per participant and at a signal everyone has to step inside the hoop, both feet. Then game leader takes away one hoop and another until the group has to find a way to fit in one hoop. Establish the rules: i.e. helping, no climbing on one another, etc.

MOHAWK WALK: I do a variation of this. Originally it is a wire set up between two trees and the whole team has to traverse it. If anyone falls, everyone starts over again. I do it in the gym using: benches (upside down), the volleyball referee stands, and the posts we have on the tires (remember? ☺). I set up a course and the students have a variety of ways in which to traverse it. The rules can be more or less complicated depending on the grade level. (I.E. one or two of the members has to be blindfolded and everyone has to traverse the course and finish all on top of the tire/post. Special help has to be provided for the blindfolded person) another example is have everyone hold hands at all times, if anyone breaks the line or touches the floor, everyone starts again.

GAMES

BEARS MOSQUITOES AND SALMON: Divide the group in two. Teams have to huddle and decide on an animal: Bears eat Salmon, Salmon eat mosquitoes and mosquitoes sting bears. This means that not one animal is better or stronger than the rest. The teams stand facing each other in the middle of the court. Upon the signal of the leader, they show their animal signs (bears growl with their paws up in the air, mosquitoes buzz holding the nose with one hand and the other extended in front, and salmon put their hands together and make a fishy gliding motion while saying glu glu glu. ☺) When the players realize who they are and who the opponent is, they have to either run for safety or try to catch or tag the weaker animal. Any animal tagged becomes a member of the tagging team. Play until all players have been tagged.

EVOLUTION:

Only same species can play together. Everyone starts out by being a chicken (make chicken noise and movements). Players find a similar player and play ROCK/PAPERS/SCISSORS, the winner moves up in the evolution scale to become, say, a cat, and the loser remains a chicken, having to find another chicken so they can win and move up. From cat they turn into dogs, lions, elephants and man. You can change the animals and the length of the evolutionary line. It is a lot of fun. There will always be one left over of each species when they can no longer find another similar one to play with. Explain this fact to prevent disappointment.

WILD CALLS:

Each person finds a partner and they choose an animal they will be together. Then, in a safely prepared area, everybody spreads out and keeps eyes closed (or blindfolded) each person has to find his/her animal partner making the appropriate animal calls. Much fun and a lot of noise.