BOOST Conference

Palm Springs Convention Center, Palm Springs, CA

SPICE UP YOUR PROGRAM WITH A LITTLE ADVENTURE

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Warm up and Name Games

Me, You, You, Me – Person A starts and shakes hands with the person to their right Person B. While shaking Person A say their name. Person B says their name in response. Person A the repeats Person B's name and Person B says Person A's name. Person B follow Person A around the circle, Each person peeling off and following the line until they have met everyone 2x and are back in their original spots.

High 5 Me, High 5 you - The challenge is to high 5 everyone in the group 2 times and end in the same formation that you began… I like to do this as a follow up of Me, You, You, Me. That gets them to one type of solution and I like to see how they get creative from there

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 run this one 3 ways
  - Just do partners and have a large group move around as quickly as possible and meet a lot of folks.
  - Each time they get a new partner, they spend some time discussing a topic with them to really get to know the partner.
    - Top Gun Partner = Favorite movie
    - High 5 partner = Personal Object story
    - Baked Potato/French Fry Partner = Favorite meal
    - Ankle shake partner = biggest adventure you have been on.
    - *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.
  - *I have also had the partner pairs do quick paired activities*
  - **Partner activities**
    - *One Handed Shoe Tie* – Partners tie shoe with one hand each
    - *Snoopy and The Red Baron* – Stand arm length apart, Red Baron tries to tag Snoopy's hand with moving feet
    - *Tiny Teachings* – teach your partner some simple trick or skill
    - *Wiggle Waggle* – Palm together finger bent, twist hands trick.

Map of the World
This is an activity to get the group up and moving around while sharing some information about themselves.
Place a marker of some kind in the middle of the space. This marker represents your current location on a world map. Ask the group a question and have the students move to the location on the map that corresponds with their answer. (i.e. Place you were born… many will likely be very close to the marker since it is their home town).
Continue asking questions and in between questions, get a few or all the students (depending on the size of the class) to share their answers.
Sample Questions: Where would you most like to travel? What is the furthest you have been away from home? Where did you eat the best meal you have ever had?

Initiatives

Here are some of my favorite initiative problems that work in a variety of situations.

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

FFEACH - Teams race to get through a list of words by using charades to get the team to guess the words. Rotate charade person. FFEACH stands for Fast Food, Electrical Appliance and CHaracter or Comic Hero, which are the categories for the word list.

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, and the harder this is.

Symbolic Connections - Each person gets a pair of matching symbols on tape. They then trade those tape pieces with other members of the group. No two people should have the same two symbols. Place the tape in a "G-rated and appropriate place for all audiences place" on their bodies. The group then attempts to link all the shapes to there matching pair without removing the tape, creating an interesting human sculpture.

Who Am I?
Write names of "famous" people on pieces of tape or sticky notes. Then place those names on the backs of participants. The participants may ask yes and no questions to figure out whose name is on their back
Curricular Modification: *Replace the "famous" people with people the students are learning about. Moving around the room and interacting helps to activate more of the brain.*

Ubuntu Mimeograph
The object of the game is for the team to recreate in the play space the pattern of cards that you have created in another out of site space. You will need 2 decks of Ubuntu cards. Create a pattern of 10 -12 cards out in a hallway or in another room. The team members may each only go look at the secret pattern one time and they may only go alone. Can the team recreate the pattern? How did the group deal with the fact that there may have been a saboteur in their midst?

> **(with Saboteur**) *Prior to playing this activity, pass around folded up note cards to everyone and tell the group to secretly look at the card. Tell them that the person who has an X on the inside of their card is the saboteur for this activity and their goal is to prevent the group from being successful. (I rarely actually put an X on a card… which creates a layer of distrust on the team, which can be a powerful discussion point) The game can be played without this layer also.*

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Neat Puzzle
This is a version of that old sliding tile game. Place 9 spot markers on the ground with the numbers from 1-9 on the bottom side unseen by the group. These should be randomly placed. Choose 8 people to pick numbers between 1-8 and stand randomly on the spots. The object of the activity is to get everyone onto the appropriate spot. Players may only move to open spaces perpendicular to their spot. Use a deck of cards for other group members to try and help.

Tag & Other Things Just for FUNN!

Remember, It is just a game, unless YOU make it into something more.

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!'.

Whaa Master - 3 symbols: Fireball (arms making a circle in front, one are on top and one on bottom), Snake (one arm on bottom and one arm raised up like a cobra), and bear (two arms up like a bear). The whaa master attempts to predict what group members will do. The Master will say "WhaaaaaA" and then do a symbol. All players must do a symbol at this very same moment. Anyone matching the master is out. Last person left standing if there is one… can have a show down with the master. Master goes first and if not successful, then the last person gets to try to take out the master. Alternate at the end until you have a Master.

52 Pick-up - http://high5adventure.org/community-blog/2011/03/52-pick-up.html

Ubuntu Cards

Ubuntu Cards
All the activities we did can either be found on the included instruction sheet that comes with the cards or on the Ubuntu web page. We will list any activities that are submitted to us or that we create. If you come up with any new ways to use Ubuntu Cards… Send them along and we will post it for the community.
Visit www.ubuntucards.com or www.high5adventure.org/ubuntucards
Email games to : ubuntucards@high5adventure.org

Resources

- High 5 Adventure's Blog, *Adventures by the Handful,* http://high5adventure.org/community-blog/
- Association for Experiential Education: http://aee.org

For More information on High 5 Adventure and professional trainings we offer please visit us at www.high5adventure.org or call us at 877.356.4445