

LEADING ACTIVITIES

A. PHILOSOPHY

New Games=attitude/spirit/process

Merger of: Play (freedom creativity) with games (structure/framework)

Importance of trust/safety/empowerment/change

B. BASIC HOW

1. **Enthusiasm:** smile, clap, yell, change voice tone, “spirit within”
2. **“Saying Play”:** with what you wear, eyes smiling, voice, BE YOU!
3. **Safety:** Physical and Psychological
Demonstrate; have spotters; control group; be aware of physical ability;
be aware of hazard level of game; check footwear; adapt boundaries.
4. **Attention Getters:** Whisper handkerchief, positioning count with me
1,2,3...(see list). Be creative!
5. **Choosing Teams:** make it fun (fruits birthdays, etc.)
6. **Games Leadership (DDADA)**
Describe
Demonstrate
Ask Questions
Do it (you first)
Adapt (be creative)
7. **MAP:** Maximum Activity Program (selection, small groups, alternative roles).
8. **IT Power** (maintaining an appropriate challenge level for “IT”).
9. **Selecting Games:**
Facilities and Equipment: Space, cushions boundaries, safety!
Age/development level Strength? Endurance? Mental-Emotional
abilities
Interests and needs: Active? Creative? Simple? Purpose?
Number of Participants: Mix? MAPSability
Length of time available: Plan Ahead
Over plan: Be prepared with ideas—GAME CARD!

NOTE: Consider games in terms:
Active vs. Quit
Age group appropriateness
High/low level of organization
10. **Sequencing:** Start simple and fun, build trust, adapt, provide closure; consider
themes. Match energy level to appropriate game.

DR. BILL MICHAELIS and EZRA HOLLAND

www.children-together.com

**The Best of Cooperative Play – Adventure Initiative and
Problem Solving Games for all Ages**

1. ACTIVITIES

Camera/Car Car

Alligator

Promenade

Group Juggle

Rope Under/Pledge

Arrows

POSITIVE REINFORCERS

Partners

Switch Change Rotate

Bags

Success Affirmations

Shakes

People to People/Busy Bees

FOCUS SIGNALS

Zoom/ Beep

Cooperative RPS/7-11

Bumpity/Bopity

Snap/H.A.H.

Double Ball Zoom

Commonalities

Hoops Pass/Double Hoops Race

Boop

Instant Replay

Cards/Poker + Blackjack

Clock

Carwash

Yurt

Stretches/Coop Exercises

Euro Traffic Circle

(650) 359-0836 (415) 948-7725

DR. BILL MICHAELIS and EZRA HOLLAND
www.children-together.com
The Best of Cooperative Play – Adventure Initiative and
Problem Solving Games for all Ages

Quick Line-up Variations

Bull Ring

Simon Says/Finger Grab

Key Punch

Group Thumb Wrestling

Matrix

Rain

Pipeline

Coop Musical Chairs

Make a Square

TEAM DIVIDERS

Make a Team builder

Count to 10

Closing Circles

6 Count

Lap Game/Spirals

Piranha Island

Other...

Robots

LEADERSHIP

Common

ACTIVITY and PROGRAM

Amoeba

PRINCIPLES/CONCEPTS/VALUES

Captains Coming

LEADERSHIP QUALITIES

Hog Call

FACILITATION TECHNIQUES

Tarps

THE FUN DAMENTALS

M.A.P.

D.D.A.D.A

11. **Transitions:** How do I get from one game to the next? When? Read the energy level or ask. Creative movement or trust/group builder to help
12. **Game control:** Creative attention getters and/or sit down, change methods of locomotion (hop, crawl, skip frog leap, bear walk, clam crawl, etc.)
13. **Group building:** Positive feedback, reinforce effort (not results); personalize (names); hugs, clapping, rituals.
14. **Disabilities:** Anticipate if you know; Adapt game/get input from person with disability; get ideas from group.
15. **Cultural Sensitivity:** “What is a Moose”? Be clear in terminology; ask group for names/use as a cultural awareness activity.

C. CREATING A POSITIVE WIN-WIN ATMOSPHERE

(Start with a high moderate opportunity for success—you can always raise the challenge level)

1. DIVIDING TEAMS

- Birthdays
- Nails
- Stand on one foot
- Barn yard
- Count off by...
- Find a partner say good-bye
- Folding arms
- Pick someone who is a

Principle: quickly/arbitrarily/fairly and reserve the right as general manager to make trades, even #'s out.

2. GAME CHANGE

- Tag: more its, helpers, everyone is it
- Limitations: only tag with one arm, change the way folks move, shrink the boundaries, add more balls, etc.
- Guessing games: teach creative hint-giving, change the position of the guessers, make movements more obvious, etc.

3. CREATE PSYCHOLOGICAL SAFETY ZONES

- Birthday lineup – magical strong or spot _ build group support
- People to people- “it’s an honor and a privilege to lead the next round”
- Speedy Rabbit – use team pointers
- Use permission words, e.g., give it your best shot”; “in life and games you don’t have to be perfect.”
- Use group support-positive reinforcement; applause for good effort, welcoming the next leader into the circle, etc.

4. ELIMINATING ELIMINATION

- Keep everyone in the game.
- Parallel or spillover games – i.e. parallel “Simon Says”
- Create other roles for eliminating e.g., “Hecklers”

5. ATTENTION GETTERS

- dat-da-da-da-dat-dat----DAT DAT
- Funny whistles, horns, drums, etc.
- Huggles
- Whispering
- Clap once, clap twice...

"It takes a long time to grow young and I'm just now getting the hang of it."

-- Picasso - 80 years of age

PROGRESSIONS FROM.....?

smaller ---- bigger

easier ---- harder

connection and tone ---- joyful effort

initial success ---- more challenge
(with possibility of anxiety, frustration, blaming, etc)

more 'unknown' ---- unknown/scarier

accessible ---- more weird

outside ---- inside

others ---- self?

personal ---- general

descriptive ---- affective

non-verbal ---- verbal?