

RESPECT

CHALLENGE

GET

GROW

FOLLOW THE

DEVELOP

LEADER

LEARN

INSPIRE

WORK



GIVE



DEMONSTRATE

TRUST

WIN

STRUGGLE

PLAY

ACHIEVE

RECOGNIZE

COMMUNICATION

FUN

DELIVER

TEAMWORK

DELEGATE

PROBLEM SOLVE

MOTIVATE

EFFECTIVE

CiRA
Ontario

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NOTE: Use the sidebars provided on all game pages to make notes for future

PEEK-A-WHO

Game Objective:

- To name the player across from you before that player names you.

Equipment:

- Large blanket or a carpet.

Setup:

- Players stand in two teams. The teams are on opposite sides of a blanket that is held in the air by two leaders so that they cannot see the other team.

Instructions:

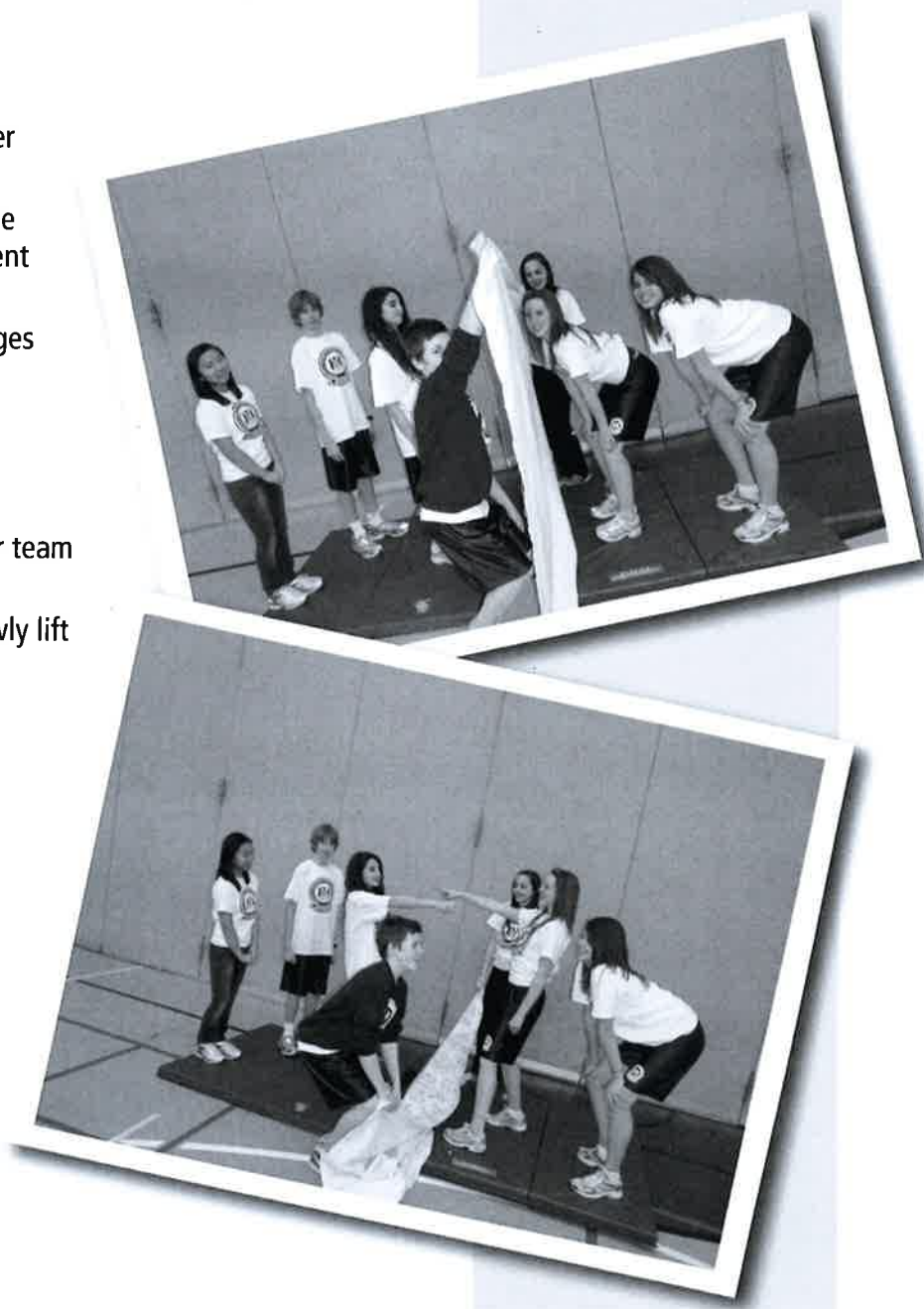
- Each team secretly places one player behind the blanket, facing it.
- The leader drops the blanket and the two players try to name the opponent first.
- The player who is named first changes teams.
- Two new players are selected.

Variations:

- Players stand backwards while their team describes the player to be named.
- Players stand while the leaders slowly lift the blanket.

Debriefing Activities/Discussion Points:

- Why is it important to know details about people?
- How does knowing details help identify people?



GUTTER BALL

Game Objective:

- To roll a ball through numerous gutters to a designated area.

Equipment:

- One gutter per player (a gutter is a small tube about twenty centimetres long that is cut in half).
- One tennis ball.

Setup:

- Players stand in a row with their team behind a start line.
- Each player holds a gutter, with the ball in one player's tube at the start line.
- Players place gutters end to end.
- Establish a finish line.

Instructions:

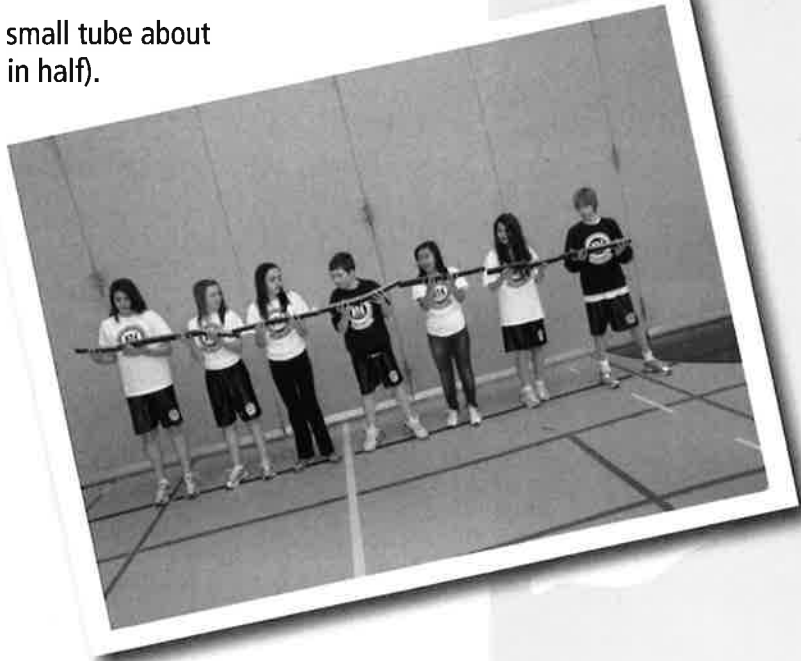
- One player starts the "ball rolling" from one end of the line.
- Each player must tip the gutter to roll the ball to the next player's gutter without dropping it.
- Once a ball has been passed through a player's gutter, that player goes to the end of the line.
- If the ball drops, the players must begin again.

Variations:

- Have a bucket at the end for dropping the balls in.
- Use marbles rather than tennis balls.
- Create a circle and see if the motion can be continuous.
- Use empty carpet rolls (cut them in metre-long tubes) or paper towel and toilet paper rolls with marbles. Smaller rolls significantly increase the challenge.
- Do this activity up a hill (it actually works).

Debriefing Activities/Discussion Points:

- Why is cooperation crucial to teamwork?
- What happens if you have a weak link?
- What kinds of communication can be used?
- "Haste makes waste": how is this saying true in this activity and in leadership?



TAKE A STAND

Game Objective:

- To stand together as a team at the same time.

Equipment:

- None.

Setup:

- Have the team join hands and form a circle.
- Everyone drops hands and turns around so everyone's back is facing the inside of the circle.
- Players lock arms and sit down.

Instructions:

- The objective is for the entire team to stand together at the same time without leaving anyone behind.

Variations:

- Increase size of group.
- Play back to back.

Debriefing Activities/Discussion Points:

- What did the team need to do to be successful as a team?
- What worked, and what did not work?
- Did you learn from your mistakes? If so, how was this helpful in the learning process?
- Why is it important in life for all teammates to work together?



ANIMAL SHAPES

Game Objective:

- To share ideas to enrich a final product.

Equipment:

- Newspaper.

Setup:

- Players are in groups of four.

Instruction:

- Each group of four has to tear an animal shape out of newspaper without agreeing on an animal.
- One player starts while the other players count to ten. The player then hands the paper on to the next player, and so on.
- Each player has one turn.

Variations:

- Have two turns for each player instead of one.
- No one may speak during the game.
- Only single words may be spoken.
- Without the use of equipment, each group of four has to create an animal, and the other groups have to guess the animal.
- Could allow each player to use one word but not an animal word.

Debriefing Activities/Discussion Points:

- Which players force the group to carry out their ideas?
- Does a power struggle emerge within the group in this game?
- Did everyone in the group feel happy with the final animal that was created?
- How did you decide on which animal to create?
- How do you feel each player enriched the creation of the final animal?

