This Game is Really Fun

Make everyone laugh and feel comfortable with this simple game

TIME	MATERIALS	TEAM STAGE
10-20 minutes	Paper, markers	Forming, Storming, Norming, Performing

Learning & Development Outcomes

This simple activity provides participants the ability to explore their ability to problem solve effectively while engaging in and experiencing a variety of stimuli. Though this activity can be used as a fun icebreaker or energizer, it can also be an active experience that provide a spark for discussions around leadership and responsibility, equity and inclusion, and more!

Outcomes are focused on developing *21st Century Skills* and the *National Association of Colleges and Employers (NACE) Career Competencies*, including, but not limited to:

· Demonstrating the ability to multi-task while producing high quality.
· Keeping an open mind to diverse ideas and new ways of thinking.
· Solving different kinds of non-familiar problems in both conventional and innovative ways.
· Using innovative thinking to go beyond traditional methods.

Preparation & Logistics

Set Up
· Pick a space that is relatively quiet so that participants can hear each other and is large enough that everyone can form one circle that includes everyone.

Safety
· Check that all students are comfortable holding hands.
· Have hand sanitizer available!
· If you choose to use a variation, provide the group an extra instruction about speaking and acting appropriately.

Additional Considerations
· Set aside additional time for a debrief.
· *Click here to watch it live!*

(K-2) (3-4) (5-6) (7-8) (9-12) (ASB)

Instructions

Summary

The group forms a circle, holds hands, and repeatedly chants "this game is really fun". Participants try to "win" the game by remaining straight faced; anyone who smiles or laughs is "out".

> This activity is appropriate for all ages.

Step 1: Share the Rules
- ➔ Have participants stand in a circle holding hands.
- ➔ Tell participants to swing their hands back and forth and chant in a monotone voice, "This game is really fun."
- ➔ As they are doing this, all participants must maintain eye contact with other participants. They are allowed to change who they look at, but all eyes must be looking at the eyes of other participants.
- ➔ At any time, if a participant smiles or laughs, they must remove themselves from the circle by dropping the hands of the participants next to them. Once this happens, the circle must reform and stay in tact - meaning those participants that are left in the circle must join hands to close the spot that was vacated.

How do I keep eye contact?

"If participant A is looking at participant B, but participant B is looking at participant C, that is ok - they just need to be looking at their eyes, not anywhere else in order avoid having to look at faces."

Step 2: Begin the Activity
- ➔ Have participants be silent and take a deep breath.
- ➔ Tell them to begin.

Step 3: Administering the Rules
- ➔ If participants start to smile or laugh, have them step out, creating a smaller and smaller circle of chanting, bored-looking people.

How to end the activity
- ➔ The game ends with two people holding hands, swinging their hands, chanting and staring into each other's eyes.
- ➔ Whoever smiles or laughs last wins.

> If the participants are really good at staying in and you wish to speed it up, add a time limit. You may find participants will start to find ways to get their opponents to laugh or smile and get them out, adding to the fun!

(K-2) (3-4) (5-6) (7-8) (9-12) (ASB)

Debrief Questions

What
- What did you appreciate about this activity?
- How would you define success in this activity?

So What
- Why is it important to be able to have fun?
- What can happen if a group never takes time to have fun?

Now What
- What can you do to balance work and fun in your group?
- How can you keep a good attitude with success and failure?

> *These questions are a starting point to guide your debrief. Pick the ones that best match your group's experience and add or change questions as needed!*

Adjustments for...

Large Group (25+)
- Split the group into two or three separate circles.
- Have those who get out start a new circle where they don't get out
- Allow participants who are out to distract the players who are still in to try to make them laugh. This will keep more participants actively engaged.

Medium Group (10-25)
- When there are enough participants who are out, have them form a circle outside of the players who are still in. They continue to play, but the outside circle participants do not get out.

Small Group (1-9)
- Provide a time limit.
- Challenge the participants to stay in longer than they did the previous round.
- Have mini debriefs in between each round to discuss what is working, not working, and allow strategies to form.

Online *Click here to see the online version!*
- Participants must be able to turn on their camera and microphone.
- Tell participants that they must keep their video-conferencing window open and at the forefront of their screen, and that they must keep their eyes open and looking at their screen.
- Instead of holding hands, have participants keep their hands by their head and in view of their camera.
- Instead of swinging their hands, have participants keep their hands in motion the whole time.
- If anyone laughs or smiles, have them turn their camera off.
- The game is over when only one participant is left with their camera on.

> *Each adjustment is its own unique idea for how to facilitate this activity for different groups and situations! Choose any or all that work!*

K-2 3-4 5-6 **7-8** **9-12** **ASB**