

Icebreakers and Energisers



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If you have any games to share please contact me

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Icebreakers

Icebreakers are exercises designed to get a group to warm up, to get to know one another, to learn about each other, and to make people comfortable with the group, whether they are newcomers or established members. Pick and choose from the following



INTRODUCTORY ICEBREAKERS



3 THINGS IN COMMON

Each student pairs up with another student who he/she doesn't know. They must find three things that they have in common. Then each pair of students presents their findings to the rest of the group

NAME TAG SWAP

Participants share three facts about themselves with someone else, and then swap nametags. When meeting next person, introduce self as person on nametag, sharing the three facts. Then swap again. After 3-4 swaps, everyone introduces the person whose nametag they have on to everyone, with real owner correcting any mistakes

TOSS THE BALL (requires a ball)

Get in a circle.

Toss the ball around and say the name of the person you toss it to.

NAME MEMORY

Go around in a circle. 1st person says her name; 2nd person says her name and also says the 1st person's name over again, and so on all the way around the circle. The last person has to repeat everyone's name. As a variation, have each person say her name AND what plant she would be, if she could be a plant. This way there is more to remember than simply people's names, which makes it more interesting. OR, have everyone say an adjective plus her name, but the adjective must begin with the same letter...for example, Daring David, Ridiculous Rick, Wonderful Wendy, etc

CIRCLE OF FOOD (another variation)

In a circle, the first person begins "My name is _____, and my favourite food is _____." The next person in the circle then has to introduce herself or himself *and* the previous person to see whether they have been listening. The activity builds as each takes a turn!

INTRO TO THE LEFT

Group sits in a circle. Each person has to introduce the person on the left. Take five minutes (total) to talk to both the person on your left and the person on your right. One by one, each person introduces the person on their left.

M&M GAME

Pass around a bag of M&M's and have each person take as many as they want. For each colour of the M&M's have a question that they have to answer. You can play this with Skittles or other coloured candies

STICKER PARTNERS!

Each student is given a sticker to put on his or her hand upon entering the classroom, but students aren't told what the sticker is for until the time is right! Be sure there is a partner (matching sticker) for every student. Ask students to find their partners and interview them (name, grade, hobbies, etc.). Each interviewer is responsible for introducing each interviewee to the rest of the class. You might find that students find it less threatening when someone else shares information about them than when they are asked to share about themselves.

ALIEN GREETINGS

This is a fun and silly first-day activity. Arrange students into a circle. Have them pretend they are from another planet. Have them think of a sound and motion that might be used as a greeting on that planet. (A sound and motion that would *replace* a typical greeting such as a quick wave and a "Hi!") Once students have decided on their greeting, start the activity by using your alien greeting to greet the person to your left. That person should respond by repeating your greeting to you. Then, that person shares his or her alien greeting with the class and introduces him/herself to the next person in the circle. Continue until you have made your way around the circle.

STRINGING CONVERSATION TOGETHER

Cut string or yarn into pieces of different lengths. Each piece should have a matching piece of the same length. There should be enough pieces so that each student will have one. Then give each student one piece of string, and challenge each student to find the other student who has a string of the same length. After students find their matches, they can take turns introducing themselves to one another. You can provide a list of questions to help students "break the ice," or students can come up with their own. You might extend the activity by having each student introduce his or her partner to the class.

MOVING NAME GAME

A great introductory activity for any study circle or intensive, especially good for learning difficult to pronounce names. Ask each participant to make up one movement for each syllable of his or her name. Participants stand in a circle; the leader says her name and simultaneously does her motions. Then everyone repeats. Then the next person introduces himself, all repeat, and so on.

FRAME UP

In groups of four, make flipchart with rectangle in middle and four spaces around (one per person). In middle, group must list 10-20 things all four have in common (all human, all farmers, etc.).

In outer spaces, each individual puts name and three things unique to them in foursome (only one who is a lefty, only one who knows how to play guitar, etc.).

Share and compare all foursomes.

MEET MY MATCH

Write one half of a familiar verse of Scripture on a slip of paper and put it in an envelope. Do the same with the other half of the verse.

As each adult enters, give them an envelope and ask them not to open it until the signal. After the customary welcome, ask everyone to open their envelopes and find the person with the other half.

They are to talk with each other for a brief five minutes then each pair will take turns introducing themselves to the entire group by saying,

"Hi, my name is _____ and this is _____ who is the mother of 3 children (who travelled to England last summer, who has been teaching for 25 years, etc.).

Variation: You can cut a picture into two like a puzzle. Each person needs to match the other side.

CIRCLE OF FRIENDS

Form two large circles (or simply form two lines side by side), one inside the other and have the people in the inside circle face the people in the outside circle. Ask the circles to take one step in the opposite directions, allowing them to meet each new person as the circle continues to move very slowly. If lines are formed, they simply keep the line moving very slowly, as they introduce themselves

PICTURE GUESSING GAME

Everybody draws a picture that expresses something about themselves. The drawings are collected. One by one, the drawings are "pulled out of a hat" and held up, and the group tries to guess who drew it. Whoever guesses correctly is the next one to choose a drawing 'out of the hat' to hold up for the group to guess. When someone guesses correctly, the person who drew the picture must explain it's meaning to the group.

WHAT IF YOU HAD A GREAT ICEBREAKER?

To get your group laughing and talking right off the bat, start your session with a quick game of "What If".

Directions: Give each participant a small piece of paper. Ask them to write a "What if" question, such as "What if the sky was purple?" or "What if we all had three arms?". When everyone has completed their question (encourage them to work quickly), ask them to pass their question to the person on their right. Next, each person writes the answer to the question they've received. They should answer the question as if they had written it. For example, if Tom hands his question ("What if I won the lottery?") to Susan, she should answer the question as if she had won the lottery, not Tom.

When everyone has written their answer, select someone to read ONLY the question they have in front of them. Ask the person to their right to read the ANSWER to their question. They should then read the question on their paper and the person to their right reads the answer, etc. Even though the questions and answers are unrelated, you'll find some hilarious combinations!

Materials/Time Needed: For a group of 15-20 people, this exercise will take about 10-15 minutes. No advance preparation is required, but you'll need pens or pencils and note paper.

LONG LOST RELATIVE

As a group, 1) ask each person to turn to the person on their right and greet him/her as if they really didn't want to be there. Yeah, you know what I mean - you can't wait to get out of there! Then everyone (simultaneously to create lots of fun and excitement) turn to the same person and greet him/her as if (s)he is a long lost, deeply loved relative who has just returned home and you're about to see the person for the first time in years! In fact, you thought you may never see this person again until this very moment. Okay, now ask everyone (again simultaneously) to turn to the same person and greet him/her as if this person just told you that you won the state lottery for 50 million dollars and you have the ONLY winning ticket!

STORY OF MY LIFE

You have just been given a contract to write your autobiography for a major publishing company. Your agent Harry Hardnose is anxious to get to press. He has decided to help you get started with a few probing questions.

1. First, take a piece of flipchart paper and fold it in half and then in half again to form a book.
2. Choose the title of a popular song for the name of your book. Write that title on the front cover.
3. On the inside of the front cover (page two), list a table of contents.

Name of the place where you were born

Description of your first job

Number of years you have been working for your company

4. On page three, draw a picture of your family.
5. On the back cover of the book, draw a picture of what you plan to do when you retire. Where will you go? Who will you go with? Etc.

Materials Needed

Paper & Markers

Time

Allow five to ten minutes for setup, and drawing. When all books are complete, have people tell their story, using the book as a visual aid. Depending on the size of the group, you may want to debrief in smaller groups. If possible, leave the books in a central location during your training to encourage further introductions and discussions.

Variations Change the focus of the pages of the book. For instance, most exciting moment, favorite food, most exciting vacation, etc. Be careful not to make any of the questions too personal. The idea is to open people up, not shut them down.

ENERGISERS



Energisers

Energisers are used to get a group moving, give a break from long periods of sitting down, and excite a group about the next portion of a program. Use them in small doses to rejuvenate a group after lunch or first thing in the morning. Pick and choose from the following: Some are best with larger groups and you will need to decide if the game is appropriate for your group.

EXERCISES

Use any form of exercise like Tai Chi or similar that you or the participants know. You Can skip, jump, run walk, leap etc. Stretching exercises are great too.

RHYTHM

Use percussion instruments or odds & ends like pans, sticks, spoons etc. Get one person to start a rhythm with their instrument. The next person joins keeping to the rhythm but it can be slightly different. Continues till everyone joins in one at a time. Then one by one each person stops playing.

PEOPLE TO PEOPLE

Human twister, with group in circle (paired up) and one person in middle. Middle person calls commands, such as "hand to hand" or "elbow to shoulder" to twist up pairs. After 2-3 twists, middle person calls "people to people", everyone raises arms and yells, running across circle. All must find new partner, including sole middle person, so one person will be left over and be new middle person. Repeat.

ORB

Get in a circle. Toss an imaginary ORB around the circle. It changes shape, size, and noise when it transfers hands. Whoever catches the ORB demonstrates how heavy it is and what shape it takes by the way she catches it.

The person who catches it also has to make the noise of the ORB, which also changes from person to person.

PASS CLAP

Classic warm-up. Everyone in a circle. One player starts by throwing a hand clap to her right neighbour, and the neighbour passes the clap to his right neighbour.

Play this till the clap really flows nicely around the circle.

Then tell the group that players may decide to pass the clap back to the neighbour they got it from then turn to their right neighbour with a new clap.

Use a bit of action by clapping above head or bending down.

IMAGINARY BALL

I usually start with a tennis ball, bouncing it up and down in front of my chair. I may toss it to several people and ask them to toss it back. Then I announce we are going to play a special kind of ball game called Imaginary Ball, and we are not going to use the tennis ball. Then I form my hands in from of me like I'm holding a basketball and may even go through the motions of dribbling it in front of my chair adding a few appropriate sounds. I look across the room and say, "I'm going to throw this basketball to Jim and I want you to throw it back to me.

Then I say, "I'm going to throw this to Steve next and Steve, I want you to throw a ball of some kind, not a basketball, to another person. Call out that persons name and tell them the kind of ball you are going to toss them. That person is to catch it and make up a different kind of ball and throw it to someone else, again calling out their name before you do it.

If people do not know each others names at the point you play the game, you can use it to help people learn each others names. I tell them to point to a person and ask their name.

A creative way to end the game is to say, "There are only three people left to get the ball. I want the last two people to find a creative way to end the game." And example is that one person throws the last person an orange. That person peels the orange and eats it in pan-to-mime

THE BIG WIND BLOWS

Get in a tight circle. . Group leader begins by standing outside the circle and saying "The big wind blows for everyone who_____ (fill in the blank)."

Whoever fits the criteria and the group leader who began the game must get up and move to another vacated seat within the circle.

There will be one person who ends up without a place to sit in the circle.

This person continues the game by saying

"The big wind blows for anyone who_____ " and the game continues on.

The catch is that when changing seats in the circle, no running is allowed.

Everyone must hop on one foot, or walk on all fours, or whatever.

The big wind could blow for anyone wearing jeans, people who have older sisters, people who ate breakfast, people who listen to Brittany Spears, etc. etc.

ZIP/ZAP/ZOP

Get in a circle. Someone begins by pointing to another person in the circle and saying "ZIP!" That person then points to yet another person and says "ZAP!" That person points to another person and says "ZOP!"

This continues, but the words must be said in order: ZIP, ZAP, ZOP. If someone makes a mistake and says a word out of order, that person is out of the game. Eventually, the circle dwindles to just a few people, then to only 2 people, who are staring at each other, yelling ZIP!, ZAP!, ZOP! Until one of them makes a mistake.

ORDER OUT OF CHAOS

Everyone is blindfolded. Each person gets a number. They must line up in order without talking.

WHAT YOU DON'T KNOW

Hand out slips of scratch paper and ask people to write down something about themselves that they think nobody else in the room knows.

Then collect the sheets, shuffle them, hand them out again (making sure nobody gets their own).

Each person reads out what is on their slip, one by one, and the group tries to guess who wrote it.

This really gets people laughing! Unless you have a lot of time,

I wouldn't recommend it for groups larger than 15 or so, because these titbits about people tend to be surprising and prompt curiosity and discussion

2 TRUTHS AND A LIE

Two Truths and a Lie is a good game to break the chill- especially if y'all don't know each other well. Each person has to tell 2 truths about themselves and one lie and the others have to guess which is the lie (all three statements should be believable, yet a bit wacky so that it's hard to figure out).

Each person tells two truths and one un-truth about themselves, then everyone else has to guess which is the un-truth. The key is to make the truths as outrageous as the untruths.

CONSTRUCTION ZONE

Arrange students into groups of three or four. Give each group a deck of cards.

Explain that each group will use the cards to build a house.

They can decide to enter their house in any one of three contests:

The Biggest House Contest, the Strongest House Contest, or the Most Creative House Contest.

They can use whatever supplies they can find -- tape, glue, staples, and so on -- to help them build their house *or* they can rip, fold, bend, or otherwise alter the cards. *But here is the catch! Students are not allowed to talk during this whole process!* They need to find other ways by which to communicate.

Set a time limit for the activity, and set a timer to ensure that groups are constantly aware of the time remaining. After the houses are built, each group gets to share their house and how they learned to communicate. This is a great team-building activity.

RUMOUR

The first person from each team is to go out and make up a message together. This message will be used by all teams. Once signalled to start, the first person on each team is to whisper the Rumour to the next person on their team. They will whisper the Rumour to the next - and so on. The last person to receive the Rumour will run to the black board and write the message. The team that is the closest to the correct Rumour wins This can be used with just one line of people. A story about the history of the faith can be used or part of what you are studying

FAMOUS PEOPLE AND CITIES

As each participant arrives, tape a 3 x 5 index card on their back with the name of a famous person or city. They must circulate in the room and ask questions that can ONLY be answered with a YES or NO to identify clues that will help them find out the name of the person or city on their card.

EXAMPLES: Paris, Madonna, Santa Claus, John Wayne, Casablanca

BALL PASS

Use small ball/balls

Everyone to stand in a circle.

A ball is passed across from one person to another until everyone has caught the ball

Then they have to remember the pattern it was passed

Time it to see if they can go faster

You could say names out loud when it is being passed to them.

Try passing more than one ball at the same time.

OBJECT GAME

Each person has an object

One person is in the middle without an object

The person in the middle says out loud one of the objects that someone is holding

3 times Like Rock - Rock - Rock

The person with the Rock has to say Rock before the person finishes saying it 3 times

If they don't they are in the middle

BRING BACK UP & DOWN GAME

Everyone sits in a chair

They all sing this song

My **B**onnie lies over the ocean my **B**onnie lies over the sea

My **B**onnie lies over the ocean oh **b**ring **b**ack my **B**onnie to me.

Bring **b**ack **b**ring **b**ack Oh **b**ring **b**ack my **B**onnie to me

At every **B** word they are to stand up or sit down

I THINK YOUR WONDERFUL BECAUSE

Everyone standing in a circle

One person in the middle. The person in the middle says to one person

I think you're wonderful because you have red hair, black socks, a ring etc

Everyone in the circle with the same thing changes place and the person in the middle goes for one of the seats. One without a seat is in the middle.

TURNING CIRCLE

Fun game to warm up those muscles and get the blood pumping.

Everyone stands in a circle. The circle starts running (slowly) clockwise.

As soon as anybody shouts 'go' or 'turn' the circle changes direction, without anybody bumping into someone else

SINCRO CLAP - EYE CONTACT

All players in a circle. One player starts the game by making eye contact with another player.

Then, both clap their hands simultaneously.

The 'receiving' player then makes eye contact with another player, and they synchro-clap.

And so on. Once a firm rhythm is established, start accelerating slowly.

STRAW GAME

Get everyone to stand in a circle

Give each person a straw, which they place in their mouth

Give one person a circular ring to pass from their straw to the person next to them

This continues around the circle.

Use different size rings

LINE UP GAME

Get in groups of five to ten people each.

First group that gets itself into order according to the category you name, wins.

For example first letter of middle name, shoe size, height, birth date, etc.

Just be sure to pick subjects that people can line up easily

Try the "Line up game" this way....

Give everyone a number. They have to arrange themselves in numerical order communicating with each other without speaking or holding up fingers.

They make up their own sub-language or sign-language and it often is pretty amusing.

Round two. Have people arrange themselves in order of birth or in calendar months

KSSSS

Nice warm-up, easier to play than to explain. Players in pairs. Establish a beat (by slapping your thighs). Once beat is established every player has the choice between 4 different movements:

Move both hands up

Point both hands left

Point both hands right

Point both hands down

So, every beat goes like, slap, point, slap, point and so on. Except, when the 2 players happen to make the same movement (i.e. in the same direction) then after the next slap they both make a 5th movement: point both hands towards the other player, miming a water gun, and say 'ksss ksss kiss'. Next beat they do what they want again

MIRROR

Players per 2, facing each other.

One leads by making movements very slowly and the other follows

Can move (arms, legs, eyebrows) slowly, and the other player will mirror them.

This is a game of give and take - no-one should be (continuously) leading.

If they are very sensitive to each other & focused on their partner, it is difficult to guess who was leading and who is following.

After a bit of practice the group can guess who is the leader

1, 2, 3, 4

Ok, this is harder to explain than it is to play. This game is a repetition of 4 movements:

- 1 : touch your head with both hands
- 2 : touch your shoulders with both hands
- 3 : touch your hips with both hands
- 4 : slap right foot with right hand

We repeat this 10 times, as follows:

Just say 1,2,3,4 - no movements, do this twice

Touch your head (on '1' but don't say '1') and say 2,3,4. Repeat twice

Touch head (on '1') touch shoulders (on '2', but don't say '1' or '2'). Follow by 3,4, spoken. Repeat 2x

Touch head, touch shoulders, touch hips (on the rhythm on 1,2,3, but don't say 1,2,3). Say '4'. Repeat

Touch head, shoulders, hips, slap foot. Don't say anything but stay in the rhythm and repeat twice

Then just start all over again by saying 1,2,3,4 twice.

Increase tempo as you go along

CLAP SNAP STAMP

All players in pairs, facing each other.

We're going to count from one to three, each player one number at a time, and we keep repeating this.

So player number one would go

one, three, two, one, three, and so on.

Once they get this, we replace the 'one' with a 'snap' (snap your fingers).

Once everyone is into that, we replace the 'two' as well, with a hand-clap.

Finally, we replace the 'three' as well, with a stamp of the right foot.

Play at high speed!

TOUCH TELEPHONE

Several people stand in a line and looking in the same direction,

with the last child looking at a paper hanging or blackboard.

With a finger, the first person draws something on the first persons back. This is done to the next person on up the line until it reaches the last person who draws it on the paper or blackboard.

You can also do letters one at a time to write a word, virtue etc

TOO MANY COOKS

Your family (group) just inherited a successful restaurant from Chef Charlie, a long lost relative. The only problem: Charlie was very disorganized. The only recipes you have found are on torn strips of paper. You have to make sense of it all and quickly! The restaurant is opening tonight, and you have to have the food ready.

1. Each member of the group will be given part of recipe (an ingredient, instruction, etc.).
2. Your job is to put yourselves in order as quickly as possible. Your recipe must make sense.
3. When your group is done, loudly announce "bon appetite" to signal the end of the game.

Materials Needed

Several Small Prizes for the Winning Team

Cut Recipes (Separate the Title, Ingredients, Instructions, Etc.)

Time

Allow ten to 12 minutes for the game.

Once a team calls "bon appetite," have them introduce themselves and read their recipe in order.

Variations

For an added challenge, this game can be made considerably more difficult if groups are not pre designated before the recipe pieces are distributed. Participants must then not only find the correct order but the correct recipe as well.

RIGHT HAND, LEFT HAND

Time Required: 5 minutes Size of Group: 12 to 300

Materials: Flipchart and pens or pre-prepared slide

An icebreaker designed to stretch people physically, get their brain thinking quickly and practise moving their arms in the form of gestures.

Procedure: Write on the flipchart in advance or pre-prepare a slide this graphic:

A	B	C	D	E	F
L	L	R	L	B	L
G	H	I	J	K	L
B	L	L	R	R	R
M	N	O	P	Q	R
L	B	L	B	L	R
S	T	U	V	W	X
R	B	B	B	R	L
Y	Z				
B	L				

Next explain to everyone what they have to do.

As you all read through the alphabet, they're to put their hand up according to the instruction below the letter. R = right arm, L = left arm and B = both arms.

Finish the alphabet slowly. This is fairly easy so do it again in half the time.

Next do it backwards.

You'll find when doing public speaking immediately afterwards you are more inclined to gesture freely,

I REMEMBER

You and the others in your group are about to revisit the past and take a trip down "Memory Lane."

1. First, get a coin.
2. Next, look at the year on the coin. Take a minute to think about what you were doing when that coin was minted. Were you in school? Were you a child? Where did you work? Were you married? Where did you live? What was going on in your life at that time? What was the music of the day? Etc. (If you were not yet born or prefer not to discuss your life during the year selected, choose another coin.)
3. After you have had some time to remember where you were, you are ready to play the game. Your goal is to find someone with a coin that was minted at least two years before or after yours. Ultimately, your goal is to have the oldest coin in the room.
4. Once you have found a partner, take three minutes to tell each other about your moments in time. When you are finished, each of you flip your coin. Reveal the results of your toss to your partner. If they are alike (both heads or tails) exchange coins. If they differ, keep your original coin.
5. Repeat the process up to three times as designated by the facilitator.

Materials Needed Coins Prize

Time Allow five minutes for setup. Allow five minutes for each round. At the end of all rounds, call each year in order and ask each participant to stand and give his or her name.

Award a prize to the holder of the oldest coin.

Tip: Use your own coins to ensure an even distribution of years.



A BIT OF ACTING



FOUR MINUTES OF WHERE:

This is an exercise of focus and creating a "where."

Students are separated into groups of two, three, or four, and instructed to come up with a specific where. One at a time they will enter the space and create this where for the audience without using verbal cues (voices). After the audience has allowed all members of the group to help establish the where, they are allowed to guess where the actors are. Some examples of where's: kitchen, bus stop, on the moon, in a shower, in a bathroom, at a horse race, etc.

ANIMAL CHARADES (great interactive game)

Get in groups of three. Each group is given the name of an animal.

They must come up with a way to demonstrate that animal, or act it out as a team. Then each group presents their demonstration to the group, who has to guess what animal it is.

YES LETS

Excellent warm-up, and great introduction to accepting

Pick a group activity, like throwing a party or organizing a picnic. One player starts, saying "Let's ..." filling in what she wants to do. Then she starts actually doing what she said she wanted to do. A second player jumps in, saying "Let's ..." do something else, to advance the group activity.

Both players say "Yes, let's do that" and start doing whatever suggested.

Third player jumps in, suggests what to do, and again all players loudly agree to do it, and actually do it. Continue till everyone has suggested something

SPACE JUMP

4 players. One player starts miming an every day activity or routine.

A second player (or the MC) calls Freeze and the first one freezes.

Second player builds another scene based on the frozen position of the first player.

The other 2 players enter the same way. Once players 3 and 4 are in, as soon as Freeze is called, 2 and 3 take on their positions in which they were frozen, and continue their scene.

And so on backwards.

As soon as player 1 is back alone in his activity, he needs to finish it and that ends the game.

FREEZE TAG

2 actors start a scene. At any point in time another player can call Freeze. This player then tags out one of the 2 actors, and takes his place. Both players then start a new scene, justifying their positions

CASUAL CONVERSATIONS

2 people leave the room. The 2 individuals decide on a conversation they will start up.

One of the remaining people in the room chooses a phrase to say such as

"I like trees because they give us oxygen" or "I like pretty pink ribbons" or "tortoises can live to be over 200 years old." Or "Yesterday I lost my tooth," etc.

When ready the others come back into the room where they start their conversation and the other person with the chosen phrase joins in the conversation with them and inserts their phrase without the other ones knowing. If one suspected that the chosen phrase had been said, they stop and say "I challenge you!"

You can make this more Bahá'í oriented by providing phrases related to the Faith

ACT & GUESS

Make up slips of paper with one scenario on each paper.

Take turns having individuals to pick one of the slips of paper out of a hat

They then act out the whole scenario before the group guesses what they are acting out. Examples of scenarios below which can be used.

I'm sure you have many more ideas.

Painting a Fence

Picking Apples from a tree

Riding a skate board

Body surfing

Climbing a ladder

Helping a child to walk

Hammering a nail into a piece of wood

Putting up an umbrella on a windy day

Helping a child to learn to ride a bike

Eating an ice cream that is melting in the hot sun

Putting on shoes and tying your laces

Threading a needle

Hitting a home run

Fishing

Blowing up a balloon

Getting on a Bike then riding it

THE HOT POTATO

Author: Tim Bowen

Level: advanced, pre-intermediate, intermediate, upper-intermediate Type: extra

There is no particular linguistic aim for this activity but it works well as a brief warmer and to encourage students to use mime and facial expression.

Procedure

Get the students to sit in a large circle

(or two or more circles if you have a large class).

Nominate a student in each group as the person who starts the activity off. Their task is to mime passing an imaginary object from hand to hand around the circle. The nature of the object will determine the way in which it is handled and mimed.

A good one to start with is a hot potato, as this would be passed very quickly from hand to hand. You could follow this with a very full glass of water, which would, of course, be passed very carefully from hand to hand.

There are numerous possibilities for objects you can choose to be mimed but ones which produce a particular facial expression or method of holding and passing are the most effective. A few examples are: a baby, a picture of a cute baby.

Tip As a variation change objects at regular intervals so the students have to concentrate hard.

This also increases the pace of the activity.

You can also ask them to guess what the object is (as they handle it or at the end – they may all have different ideas for what they are handling).

TRUE OR FALSE

You have just entered a new society of truth-tellers and liars. You and the others sometimes tell the truth and sometimes lie. The key to this society is knowing when you are being lied to and when you are being told the truth.

Partners must guess if a statement is the truth or a lie. If both players are correct, move on. If both are incorrect, move on. If one is correct and one is wrong, the wrong person is out.

1. First, flip a coin. If it reveals "heads," you tell truth; if "tails," you lie.
2. Find a partner, swap stories. Your partner must then guess if you told the truth or a lie. If both are correct, move on. If both are incorrect, move on. If one is correct and one wrong, the person who guessed incorrectly is out.
3. Move on and repeat steps one and two until one person remains and is declared the winner.

Materials Needed Extra Coins

Time Allow ten to 20 minutes to play the game, depending on the size of the group.



LARGER GROUPS



EVOLUTION

Everyone begins as an 'egg', so people have to pretend to be an egg.
Find another egg and play 'rock, paper, scissors' with the other egg.
Whoever wins gets to 'evolve' into a chicken, so now the chickens have to pretend to be chickens. Whoever loses remains an egg.
Then the chickens must find other chickens in order to play rock, paper, and scissors.
The eggs must play with other eggs. Whoever wins evolves.
Whoever loses de-evolves. The loser between two chickens will become an egg again.
The winner will become a dinosaur and pretend to be that.
Loser eggs remain eggs. Again, like animals play rock, paper, scissors with like animals.
Loser's de-volve into what they were previously.
Winners between two dinosaurs evolve into the highest form of evolution: either ELVIS or the ENLIGHTENED ONE, in which case they would pretend to be ELVIS or sit down and say OM, depending on how you choose to play the game.

HERE I SIT

Equipment: chairs in a circle for everyone with one extra empty chair
The first person moves from their own seat into the empty seat and says "Here I sit", the person who was sitting next to them and now is sitting next to an empty seat, moves to the empty seat and says "On the grass", the third person moves to the empty seat and says "With my friend -XX" and names one person in the group. This person moves across the circle and sits in the empty chair. This leaves an empty seat. The two people sitting on either side of the empty seat try to get to the seat before the other one. Whoever gets there first starts the game again with "Here I sit", etc.

Variation: Get creative – the verse changes each time substituting a different action verb – Here I sit: stand, lie, jump, etc (even though the people still are just moving from seat to seat) and then the noun changes each time On the grass: road, tree, car, clouds, etc

YURT CIRCLE

With an even number of people, form a circle facing inward. One person says, "in", the next person says "out", alternating around the circle.
On the count of three, each "in" person leans toward the centre while each "out" person leans back. Feet need to be kept stationary. Once the yurt is stable, count to three and have all the "ins" and "outs" switch roles while continuing to hold hands

CRASH

Everybody mingles, constantly moving until the leader shouts out a number.
All players must then try to get into groups of that number, any group/s that don't succeed are out.
Variation: Players find others who have things in common, such as same shoe size

EYE CONTACT SAMURAI

Group in circle, one person in middle who calls "heads down". Everyone bows heads. When middle person says, "heads up", everyone looks up and looks at anyone else in circle. If any pair makes direct eye contact, they must swap places, with middle person trying to get into one of the places. Leftover person becomes new middle person

INTRIGUING QUESTIONS

For small groups up to 12: Print out questions and cut into strips. Divide into 4 stacks of 6 strips. Make 4 stations in the room and put one stack of questions at each station. For larger groups have more stations. Use fewer questions for each station or print out multiples of the questions for more stations or make up more questions.

When the leader calls out “Change” or another term such as “Communication” or Vibrant Community” or “Unity and Diversity”, the participants move quickly to a station. When there are two or three people at each station they take the top strip of paper and read it and take turns listening to each other answer the question and what it means to them.

Remind participants that there are no incorrect answers and that this is an opportunity to show respect and learn about each other with kindness and humor. If this is the first time people have worked with each other, each time the group moves to a new station the participants could introduce themselves before reading the question. By the fifth and sixth change instead of introducing themselves they could introduce one other person in the group.

The leader allows one or two minutes for each question and then calls out the Change signal again. Everyone moves to a different station trying to be with at least one different person each time.

At the end of 6 changes the game ends and the leader asks the group what they learned from playing this game.

Are you more like a flower or a weed?
Are you more like endless or fixed?
Are you more like an inhale or an exhale?
Are you more like black or white?
Are you more like a mast or a rudder?
Are you more like a fountain or a waterfall?
Are you more like sunshine or moonlight?
Are you more like the desert or the forest?
Are you more like a bird’s song or a frog’s croak?
Are you more like a giver or a receiver?
Are you more like rainwater or well water?
Are you more like a sun lover or a stargazer?
Are you more like a follower or a leader?
Are you more like half empty or half full?
Are you more like morning, noon or night?
Are you more like a listener or a talker?
Are you more like a “why” or “why not”?
Are you more like infinite or limited?
Are you more like family or visitors?
Are you more like the puzzle or the solution?
Are you more like the sunrise or the sunset?
Are you more like a hand or a foot?
Are you more like lost or found?
Are you more like horizontal or vertical?

CONSENSUS

In three groups, each group must create noise and action to perform for other two groups. After each has demonstrated noise and action twice for other two, facilitator gives 10 seconds time for each group to huddle. Goal is for all three groups to be doing same noise and action together, without consulting one another. After huddle, facilitator counts to three and all three groups at same time must perform one of the three action/noise combinations (doesn't have to be their original one). Keep rehuddling until all three groups doing same (consensus).

CONCENTRATION

Two lines of 10 people facing each other. First group gets 30 seconds to study opposite line and then turns around. Second group then changes 10 things about them (switch jewellery, untie shoelaces, switch watch to other arm, etc.) as long as all are things in sight. First group turns back around and must identify the 10 changes. Then swap

HA

This exercise asks the participants to pass the word 'ha' around a circle.

This activity is generally more effective when used during the later stage of the training program or session. It takes about 7 minutes and is best suited for a group of 20 or less participants.

Ask the participants to form a circle. When they are ready explain that the object of this activity is for the participants, without laughing, to pass the word "ha" around the circle. Designate one participant to be the head of the circle. That participant begins by saying "ha". The person sitting to his or her right must repeat the "ha" and then say another "ha." The third person must say ha ha and then give an additional "ha." In this manner the "ha" continues around the circle. It ends when all of the participants, trying not to laugh (a virtual impossibility), have repeated the "ha's" that preceded them and then added their own "ha."

Variations: Use another word in place of "ha." For example: "yuck," "har," or "tee hee." or ask all of the participants to repeat the "ha's" stopping only to let the person whose turn it is pipe in with his or her own. You can continue the exercise for five minutes regardless of how many times the "ha's" go around the circle.

EARTHQUAKE AND EVICTION

One person alone to start, rest of group in threesomes, with two people making house of hands and one person standing underneath.

Lone person calls either "eviction", in which everyone in a house must leave and find new one, or "earthquake", in which all houses collapse and everyone must form new threesomes of house and resident. Either way, lone person tries to get into one of the threesomes, so person left over becomes new "caller

THIS IS A DELICIOUS APPLE

Everyone can be sitting or standing in a circle.

One person starts by passing an apple to the person next to him

Saying this is a delicious apple

Before the person next to him takes the apple he asks - A what?

And the person with the apple repeats A delicious apple then passes it

The person now with the apple turns to the next person and says

This is a delicious apple

Person 3 asks A what?

Then the 2nd person asks the first person - A what?

The 1st person says a delicious apple

The 2nd one says the same thing to the 3rd and passes it to him

The 3rd does the same to a 4th person with the question going back to person 1 and the reply back to the 4th person

This continues until it goes right around the circle.

To make it interesting a second item can be passed in the opposite direction.

WHOOSH

Everybody in a circle. Start with one person, who waves both hands to his/her neighbour, saying 'Whoosh'. The next person passes the Whoosh to his neighbour, and that way the Whoosh is passed around the circle.

There's 4 other sounds/movements that can be made.

'Wow': indicated by saying Wow, and moving both arms down.

A Wow changes the direction of the Whoosh

'Zap': instead of passing the Whoosh to your neighbour, it gets zapped to the person you point to.

The receiver continues with either a Whoosh to his neighbour, or another Zap to another person.

A Wow after a Zap returns to the Zapper.

'Grooooooovelicious': for this one the whole group bends down and up again in a kinda groovy way, all saying Grooooooovelicious.

Afterwards, the person who started the Groovelicious sets the Whoosh in motion again, in any direction.

'Freakout': indicated by waving both hands in the air. Everybody starts screaming and moves to the center of the circle. When everybody's freaked out a new circle is formed, and the starter of the Freakout sets the Whoosh in motion again (or Zaps, or does a Grooooooovelicious).

Variations

You can invent other sounds and gestures. You might replace Whoosh by a kind of Vroom-Vroom, as you're in a car, and replace Wow by the sound of brakes ('iiii') etc. Also known as Zip Zap Zoop

BIPPETY BIPPETY BOP

Players in a circle, one player in the middle. The player in the middle closes his eyes, holds right hand pointing in front of him, and spins around. When done spinning, open your eyes POINTING AT ONE PERSON and says, either elephant, palm tree, or toaster.

The player you're pointing to, and his 2 neighbours, need to build an elephant, toaster or palm tree, in less than the time the middle player needs to say 'Bippety Bippety Bop'.

An elephant consists of a trunk, made by the middle player, by holding your nose with one hand, and extending your other arm through the arm that holds the nose (does this make any sense?). The neighbouring players each form a big ear, using both arms. Don't forget to attach the ears to the elephant's head.

A 'toaster' : the player in the middle becomes a slice of bread, and her neighbours become the toaster, by 'building' the toaster with their arms around the bread. The slice of bread goes down and then pops up when done!

A palm tree: the middle player is the tree, putting hands up in the air, the neighbours become the waving leaves of the tree. Make windy noise

Any player that cannot get his/her part done by the time the middle player does 'Bippety Bippety Bop' becomes 'it' and takes place in the middle of the circle.

Variations

You can really invent any object or create to replace the elephant.

Try a car, with 2 wheels and a set of windscreen wipers

a cow, with an udder and 2 horns

a washing machine, with 2 players building a 'box' with both arms, and the middle player waving her arms in a circle in front of her. All go 'rumble rumble'

a bunny, with 2 paws (middle player) and 2 rabbit ears (neighbours)

BLIND COUNT OFF

Group is in circle with backs to one another. Group must count as high as possible out loud, with only person saying a number at a time. There can be no planning, and no one can speak again until everyone has spoken at least once (i.e., if 10 people in your group, person who says "1" can't speak again until "11" at earliest).

TAP TAP

Everyone is in a circle lying on his or her stomachs.

Everyone crosses their arms over the person next to him.

Someone starts by tapping one of their hands twice on the ground

This continues around the circle by each hand until someone taps the ground once, which changes the direction.

You can also add that if someone makes a fist on the ground the person next to them misses at turn.

ALIEN TIGER COW

Fun game to warm up and to teach players some chivalry.

Everyone in a circle. There are 3 things a player can be:

An alien: hold you index fingers up next to your head, as little antenna's and say '**Bleeb bleeb**', bending inwards into the circle;

A **cow:** bend forward, hold your right hand on your tummy and go '**Moooo**'

A **tiger:** push your right hand forward, imitating a claw and **roar**.

On your sign, every player decides to become one of the three.

The idea is for everyone to become the same, which obviously won't be the case, the first time.

We re-do this until everyone is in sync.

Variations

Invent your own animals (or things) and let players become juke boxes, birds, whatever.

Play 'majority wins': animals/things that are most in the minority drop out.

COUNT OFF

Looking for a fun two-minute filler? This is it

The group attempts to count from 1 to 20 in one shot, where people at random say one number at a time, without establishing a pattern or speaking over another person.

What you need: A comfortable open space Minimum of 5 people 2 – 5 minutes

Invite your group to get comfortable wherever they are, and explain that you would like them to count to twenty. Sounds simple enough, but there is a few catches.

In an effort to count from one to twenty, an individual can only call out one number at a time, i.e., they can't call out two numbers in succession but they can call another number later. Also, any time one or more people call out a number at the same time, the count goes back to zero. The biggest catch is that the group is not permitted to establish a pattern, nor is anyone allowed to indicate / gesture / motion to another that they should call the next number. The sequence of calls is purely determined by chance. That's what makes this game so contagiously fun.

The glee that strikes a group when two or more people speak at the same time after a long silence is what the game is all about. Within a few minutes, the group may not have reached twenty, but some spontaneous fun was had, and you successfully filled a few minutes.

Variations

Ask your group to close their eyes during the activity.

Choose any list to recite, such as the alphabet, months of the year



MEMORISATION ACTIVITIES

ZOOM AROUND THE QUOTE

Everyone in a circle

One person starts the quote - One or two words

Going in one directions around the circle the next person carries on the quote - One or two words

This carries on until the quote is complete.

Another way to do this is -

The second person has to say the first 2 words and add a couple more

The next person repeats the quote done so far and adds a bit more.

CUT UP QUOTE INTO PARTS

Give each individual a part of the quote to hold in front of them.

They will be jumbled up

They are to make up the quote in a line

Take one part of the quote from one person.

They will be the part of the quote missing

Get all to mix up again

Everyone to form quote and remember the missing word / words

Can continue doing this with more and more missing words.

FILLING IN THE BLANKS

On a white board or a large piece of paper write the quote or prayer, which is to memorized.

1st person reads the whole quote and then rubs out 2 words

The next person reads the whole quote or the whole group all together.

Remembering the part of the quote blank spaces and all.

Then he rubs out 2 more words.

This carries on until the whole or most of the quote is blank.

MAKING PICTURES WITH THE BLANKS

Write the quote on a white board or piece of paper

Go through bits of the quote and replace it with a picture

Read the whole quote with just the first picture

Then go to the next part of the quote and do the same

until you have done the whole quote.

LEARN A SONG

Find music that has the quotes put to music.

Listen or Sing along

Get groups to make a song from he quotes

Read the quote to a beat or rhythm

GROUP QUOTE MEMORIZATION

Divide into groups of 3 – 5

Paste sheets of a quote on walls at different corners of the room

Send 1 member of the team at a time to memorize parts of the quotation.

The member then returns to the team telling them what they memorized.

This is written down.

The next member of the team does this until the whole quote is written down.

They repeat the whole quote.

They can be given a few minutes to consult first on how they are going to go about the task before they are asked to begin

USE MEDITATION

Put on background music and read out the quote

Leave time for meditation

VISUALISATION - MEDITATION

You can turn off the lights, have the participants close their eyes and then read the quotation from the Long Obligatory prayer slowly while they visualize the images that are created by the words. You may want to come up with something to say to enhance this, such as using the quote -

"...make of my prayer a fire that will burn away the veils which have shut me out from Thy beauty, and a light that will lead me unto the ocean of Thy Presence."

Imagine the veils that shut you out from the beauty of God. They are dark and greatly obscuring your nearness to Him. Then imagine your sincere and deeply felt prayers that you recite. Your prayer becomes a fire- first a small one and then increasing in intensity, ardour and heat. See it burning away the veils that shut you out from the beauty of God.



STICKER PARTNERS!

Each person is given a sticker to put on his or her hand upon entering the classroom, but students aren't told what the sticker is for until the time is right! Be sure there is a partner (matching sticker) for every one. Ask students to find their partners.

Other types of things can be given out to match each other like below.

Write one half of a familiar verse of Scripture on a slip of paper and put it in an envelope. Do the same with the other half of the verse. As each adult enters, give them an envelope and ask them not to open it until the signal.

COMIC STRIP CHAOS

Cut four-panel comic strips into individual panels and drop into paper bag.

All participants get one panel and must locate other three with adjoining panels.

Those four introduce in small group. (Can be used for dividing large group into fours).

STRINGING PAIRS

Cut string or yarn into pieces of different lengths.

Each piece should have a matching piece of the same length.

There should be enough pieces so that each student will have one.

Then give each student one piece of string, and challenge each student to find the other student who has a string of the same length.

SHOE PILE

A good way to have new people meet everybody.

Everyone takes off one of their shoes and throw it into a big pile.

Then each person picks up a different shoe from the pile and finds the person it belongs to.

Works well for large groups

BIRTHDAY PARTNERS

Have participants mingle in the group and identify the person whose birth date (not year just month and date) is closest to their own. Find out two things they have in common

HUM THAT TUNE

This activity is a fun way to break participants into groups.

What you will need: Songs Examples that work well: Row, Row, Row, Your Boat, Rock-a-by Baby. The National Anthem, The Itsy-bitsy spider, Old McDonalds, etc. Write down the names and cut them apart.

The number of songs you choose depends on the number of groups you want.

Each person in the group is given a small piece of paper with the name of a nursery rhyme or other song written on it. Participants are to go around humming their tune until they find everyone else singing the same song. Then they form a group

3's COMPANY

Write a word on an index card. The word must be a word that comes in 3's such as Larry, Moe & Curly. At the bottom of the card, write the matches. I have used this numerous times and it always seems to work. The one thing you have to make sure is to have enough cards and if you have too many cards to make the adjustment accordingly.

After everyone has found their "match", I tell them that they have to sit with their "matches" for dinner or for the next activity. I have found that this gets people to mingle even more, instead of staying in their groups.

ANIMALS

On a slip of paper, write the name of an animal that makes an obvious noise.

Create five to ten slips for each animal or what ever number you want the group to divide into.

Give each slip of paper out and instruct the group that they have to find the people in the room who have the same animal as them without talking.

Give them a few minutes.

They should make sounds and jesters that let them know what animal they are.

Once they find each person in their group they should continue around until they find all the monkeys, or all the dogs, etc.



NAME SIX...

This is a good exercise for building trust and helping team members to get to know each other better.

The team members sit in a circle with the facilitator sitting in the middle.

The facilitator chooses one of the team members to start and asks the team members to name, in turn, six places that they have visited.

The process is repeated with another subject, but starting with the next team member in the circle.

Continue the session with additional subjects. It's best to start with safe subjects — like 'places you have visited' — and increase the relevance as you progress. Other possible subjects are:

Jobs or roles that you have had.

Things you are good at.

Things that you find difficult.

Things that embarrass you.

Things you like.

Things you dislike.

MIND READER

Ask everyone in the group to:

Pick a number between 1 and 10 and keep it secret.

Multiply this number by 9.

If this number has 2 digits, add them together.

Subtract 5 from this number.

Equate this result to a letter of the alphabet (1 = A, 2 = B, 3 = C etc).

Think of a country beginning with that letter.

Think of an animal beginning with the second letter of that country.

Finally ask 'How many people were thinking of a grey elephant in Denmark?'

SIXTH VEGETABLE

You can use this exercise to demonstrate the difference between facilitation and manipulation. Have a picture of a carrot ready to reveal at the end of this exercise.

Repeatedly ask the group some simple addition problems that all add up to six (such as two plus four, one plus five) for a number of minutes, and then ask them to write down the name of the first vegetable that comes into their head.

Now reveal the picture of the carrot!

WORD BALL

An association game. All players in a circle. One player starts by tossing a word to another player, at the same time throws a soft ball to the same player.

The receiver associates on this word, and throws his association to yet another player and the ball.

DICTIONARY DECEPTION

To start the game, choose a word for which no one will know the meaning.

Write the word on the chalkboard and write 2 or 3 definitions one being correct.

Everyone is to guess which definition is correct. Each person gets a point for correct answer.

Another way to play

To start the game, the teacher chooses a word for which no student will know the meaning.

The teacher writes the word on the chalkboard and writes the definition of the word on a sheet of paper from a small pad. Then the teacher hands a sheet from the same pad to each student. The student must write on that sheet his or her name and a definition of the word. The teacher collects all the definitions. One by one, the teacher reads the definitions. Students consider each definition. Then, as the teacher rereads them, the student's vote for the definition that they believe is the *real* meaning of the word. Students earn a point if they guess the definition correctly; they *also* earn a point each time another student selects their (fake) definition as the true meaning of the word. The person with the most points at the end of the game wins.

Some Words to Try

fabulist (FA-beeyuh-list) -- a creator or writer of fables

coppice (KAH-pes) -- a thicket, grove, or growth of small trees

inquiline (IN-kweh-lign) -- an animal that lives habitually in the nest or abode of another species

miliaria (mi-lee-AR-ee-eh) -- an inflammatory disorder of the skin characterized by redness, burning, or itching

baht (bot) -- a unit of money in Thailand

Baha'i Brain Teasers

1. Does the Baha'i Faith allow a man to marry his widow's sister?
2. A group of youth travel to the House of Worship in Wilmette, near Chicago to volunteer for a week. Upon their arrival, they are instructed to clean the walls of the House of Worship. It takes one day to do one side. Do they complete the job?
3. Legs I have but seldom walk; backbite all, but never talk. What am I?
4. What is it: Which is the beginning of eternity, The end of time and space,
The beginning of every end, And the end of every race?
5. Two fathers and two sons from Cape May came to Unit Convention. There were three funds: Convention Expenses, the Kingdom Project Fund and the National Fund. Each person gave money to one and only one fund. None gave to the same fund. All funds received money from them. How was this accomplished?
6. Can you read the following? XUR, XUB; X, 2X, U R 2 me.
7. Can you read the following? Yy u r, yy u b; i c u r yy 4 me.
8. Two cars start from Camden to come to Unit Convention in Matawan, NJ. Both are the same make of car, and both are driven at the same speed. One of the cars makes the distance in 80 minutes, the other takes one hour and twenty minutes. Can you explain the reason?
9. If 110 people in a town elect a Local Spiritual Assembly in 110 minutes, how long does it take 8 people to elect a Local Spiritual Assembly?
10. A woman has volunteered to host Feast. In her apartment, she has only a bed and a calendar. What is she planning to serve her guests?

11. Papa, Momma and Baby went to Unit Convention. When they left, Baby said, "Didn't we all four have a lot of fun?" Why did baby say four instead of three?

12. A wife testified: "My husband was very tired and did not want to go to Feast. Ben and Lynn, our children, begged and badgered him until he agreed to come. In getting ready, my husband lost his collar button and could not find it. I came to help him and found the collar button in the cuff of his pants. When we got to Feast, he was so tired that, during the beautiful devotional music, he fell asleep. He was thinking how great it was that the kids liked to come to Feast. He dreamed that the Assembly was coming to find him and asking him to head the Feast committee. At the conclusion of the consultation, I shook him to wake him up, but he was dead." What is wrong with the wife's story?

13. At Feast, the children are starting to take turns saying prayers. However, one of the children does not seem to be paying attention. Her father bends down and whispers in her ear, "Reverence please. Devotions have started." The child, quite loudly, responds, "Ignorance is bliss." What is the father's reaction?

14. What does man love even more than life,
Hate more than death or mortal strife?
That which contented men desire,
The poorest have and the rich require,
The miser spends and the spendthrift saves,
And all men carry to their graves.

15. A woman died and left \$20,000 to be divided equally between her three children, the Local Baha'i Fund and the National Baha'i Fund. The children, however, agreed among themselves to give half of their shares divided equally between the two funds. How much did each fund receive?

16. In a Baha'i school class, each boy sees twice as many girls as boys, and each girl sees the same number of boys as girls. How many boys and girls are there?

17. A Baha'i conference planner asks the attendees of the conference to break up in groups. Sometimes they are in groups of 2, sometimes 3, sometimes 4 sometimes 5 and sometimes 6. Each time, there was always someone left over. When he arranges them in groups of 7, none remain. How many attendees came to the conference?

18. A youth left New Jersey for a youth year of service working in the gardens at the Baha'i World Centre. On the first day, the garden supervisor asked him to plant 21 trees in nine straight rows so that there will be five trees in each row. The youth prayed for guidance, then planted the trees. How do you suppose he did it?

Answers below! -----

Answers

1. No. A man who has a widow is a dead man.
2. Two possible: No, the building has nine sides. Of, yes, one day for the inside and one for the outside.
3. A flea.
4. The letter E.
5. There were only three men from Cape May – a grandfather, a father and a son.
6. Cross you are, cross you be; cross, to cross, you are to me.
7. Too wise you are, too wise you be; I see you are too wise for me
8. Eighty minutes and one hour twenty minutes are the same amount of time
9. It takes 9 people to elect an Assembly.
10. Water from the “springs” and dates from the calendar.
11. The baby was too young to count.
12. It would have been impossible to know what the husband dreamed.
13. He was happy. It is a quotation from the Bible, Mathew ch. 17, and the Bible, as well as other sacred texts, may be read in the devotional section of Feast.
14. Nothing.
15. \$7,000.
16. Four girls and three boys.
17. 301.
- 18.

Courtesy of Lyn Ostar, Matawan, NJ