



# Using Games

*sharing practice sheet*

*no. 4*

Theatre and other art forms offer a range of techniques that can be used by community groups. The following games could be used in a variety of settings. They help develop trust, enable people to participate who might not otherwise speak out and raise issues in an environment which encourages listening as well as participating.

## Cornflakes

**Aim:** Action game to get people moving and concentrating on the session.

**Materials needed:** a ring of chairs.

### Steps

1. Sit in a circle on chairs, one person standing in the middle. The object of the game is for the person in the middle to get a seat.
2. To do this they call out a statement which applies to more than one person:  
e.g. "Anyone who likes pizza..." "Anyone who has a pet..." "Anyone wearing blue..."
3. The people to whom the statement applies then have to get up and change seats. Meanwhile the caller tries to get into a chair quickly. The last person left standing is then the caller.
4. If you can't think of a statement just say cornflakes and then everyone has to change places. This game can be used to introduce a topic by asking participants to make a statement that relates to the topic, e.g. health, environment, etc.



This exercise was used as part of a practice sharing event held in Southampton on April 8th 2003. The event was organised by the Federation for Community Development Learning, Training for Work in Communities and the Workers Education Association. Other information sheets from this event include: Challenging stereotypes (sheet no.3) and Using mapping (sheet no.5)

The Southampton event is part of a series of practice sharing events being co-ordinated by the Federation. The aim of the events is to both celebrate and share examples of good practice within community development learning.



## Hand exercise

Aim: Getting to know each other and working together.

Material needed: Paper and pens.

### Steps

1. In pairs, partners take turns to draw round each other's hand on a piece of paper, and then write their partner's name and all the things that person has done with their hands.
2. When finished pairs share with the rest of the group something that they have in common with their partner and something that was very different.

This exercise serves to bring out commonalities and also subjects and issues that can be developed in later work with a group.

## Design boards

Aim: To stimulate people to create their response to a particular topic or issue that they can then share with the group.

Materials needed: a board covered with 'fuzzy felt' material, if not available cardboard or thick paper thick paper could be used. A range of laminated pictures taken from magazines, photos etc - the bigger the range the better, with velcro at back to attach to boards. Alternatively Blutac or sellotape.

### Steps

1. Everyone is given a board.
2. Participants are asked to choose from a wide selection of pictures and images to represent their view of the word 'community' - either community as they saw it, or community as they would like to see it.
3. The pictures are stuck on the board using blutac or sellotape.
4. Individuals share their boards with the rest of the group, describing why they chose an image and what it means to them.
5. It is important to tell participants that people just listen and did not make judgements about either the pictures or the reasons why they have been chosen.

This game can be used to represent a variety of issues, in Southampton the word community was used as it was a general introduction to the game.

The workshop in Southampton was run by Theatre in a Bag, 135, Firgrove Road, Southampton, SO15 3ET.

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