

# GAME-CREATOR:DIY

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# GAMES

*for young people by young people*

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**This booklet brings you a compilation of games that can be used in summer camps, youth exchanges and during various activities with young people or young at heart. The games were created during a youth initiative Game-Creator: DIY executed in Tallinn, Estonia by three non-profit organizations: Hea Hombre, Shokkin Group & Fat Snail.**

**Game-creator: Do It Yourself was a local youth initiative project led by young people. The aim of the project was to trigger creative thinking and help youngsters apply their creativity and various skills to create modern entertainment material such as social or educative games a board game and a comic book.**

**Through workshops and seminars young people had the opportunity to develop skills and take up an initiative to create something from scratch. DIY game-creator gave young people from minority background a chance to become more enterprising, creative, active and learn about opportunities that they have.**

**The project is funded by the European Commission under the programme Youth In Action.**

**We created more games, which instructions don't fit in this small booklet so it is worth to check out our blog for other games**

**[gamecreatordiy.wordpress.com](http://gamecreatordiy.wordpress.com)**

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# Energizers

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## *Fishy business*

Facilitator starts the game with a phrase: "I`m fishing in the river, what I caught will make you shiver! I caught a..." If the facilitator says the word fish, participants need to express how fish act. If a facilitator says a bodybuilder, everybody needs to express lifting weights and getting photographed for a magazine. If the facilitator says a ventilator, participants start running around and if they face each other, they jump away like they are blown away. If needed you can add more options.

## *Karate kid*

The participants stand in a circle and act as a karate master. Once the facilitator says "the sun is shining", everyone closes their eyes and freezes. The facilitator taps one of the participants and shows him a new character to act. Then the facilitator says: "the sun is out", everyone opens their eyes and continue to act as a karate master. When they spot a new character they need to quickly change to the new character, the last one who switches becomes the facilitator.

## *Body language*

The group is broken into 2-3 teams. The participants move randomly and when the facilitator names a body part participants need to touch everybody within a team with this body part.

## *Conductor*

The participants pick a vowel and a conductor for their choir. The conductor starts gesticulating and showing the tempo and volume of the sound. The rest has to follow the gestures of the conductor. Vowels and conductors can be changed at any point in the game.

## *Don't tickle me, grandma*

One participant is picked to be "it". He starts to laugh hysterically. The rest is approaching him and tickling, while laughing like an old lady. When the "it" stops laughing the rest has to jump away. Who is closer to the previous "it" becomes "it" and the game continues.

## *Vai, vai, vai*

Participants stand in a circle, the first participant says any word, others repeat the word and add the phrase "vai, vai, vai". And this continues until the 4<sup>th</sup> person in the circle. The 4<sup>th</sup> person has to pick one word out of the previous three and mime it. If the rest likes the miming they say "uhlala" and if they don't, then "meh..." If the mime received "uhlala" he starts by saying a new word. If he received "meh..." then he skips a turn and the first word is said by the person next to him.

## *Unreal story*

The participants move randomly in the room. The facilitator shouts out an unusual situation e.g. meeting of a shark and a bear in the 16<sup>th</sup> century. Participants have to act this situation out. The game continues with various situations so that participants can quickly acquire new roles.

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# Get to know each other

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## *My secret*

Participants are sitting in a circle with their eyes closed. One of the players opens his eyes and tells his secret or an unusual fact about himself. Only those who have a similar secret or a similar fact open their eyes. The game finishes when a full circle of secrets is made.

## *Guess my name*

Each participant needs to explain his name without using words. Participants are not allowed to write or draw. This game is for a team who absolutely don't know each other and is great in an intercultural environment.

## *Information is priceless*

The game is played a full day. There is a new currency in the camp e.g. hugs, sit-ups, push-ups, songs and etc. To get to know something about a person another person has to negotiate a price and pay with the currency. After that the participant writes down the information and also how much currency he spent. At the end of the day participants sit in a circle and share the information, announce how much currency they spent and received.

## *The name song*

Participants gather in a circle. Each creates a rhythm for his name. One participant starts singing his name, the person next to the first participant joins in with adding his name to the song so that the song sounds good. All participants should join the song with their names.

## *Portraits*

The group is broken down into couples. Two participants sit back to back with an A4 and a pencil each. Taking turns participants tell about themselves and draw a portrait of their pair. After the drawings are finished participants discuss with each other and then present their partner to the group.

## *Fact-o-mania*

Participants move randomly in a group and tell random facts about themselves. If the facts are similar e.g. "my favorite color is red", "mine too" then players lean backwards, if the facts did not connect then participants lean forward. The game continues until most of the group is either fully bent forward or fully lean backwards.

## *Bust-a-move*

Everybody stands in a circle. First participant comes out and says about something that he is good in e.g. „I can do a split“. All the rest repeat the phrase "Then bust a move!" The participant shows his skill and the rest has to try and repeat it. The "mover" picks a participant who did best to bust a new move.

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# Ice-Breakers

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## Geometry

Facilitator read out loud a geometrical form and participants need to create the form using only their hands, or only their legs, or only their bodies. The exercise can be done silently or with other limitations.

## Fear-facing

Participants write a word on post-its that describes their fear. Participants stick the post-it to the forehead of their neighbor to the left. The group starts moving randomly and participants express what they read on different post-its (no words are used). After the game stops, participants return to the initial circle and try to guess what was written on the post-it that is on their forehead.

## My big Greek family

The group is divided by teams of any number (large groups are more fun). The team has the task to create a family in 1-2 minutes (distribute unique roles in the family e.g. mom, dad, pet cat, grandma and etc.) The participants are not allowed to talk. When the time is up teams need to introduce the family and get to know whether everybody has a unique role and of course take a family picture.

## The oracle

The participants are sitting in a circle with an A4 paper in their hands. They write their names on the top of the A4 and pass the paper to the left. The facilitator starts reading out few phrases of a horoscope prediction, the participant write it down. Participants continue writing the prediction for 30 seconds and pass the paper to the left once again. The facilitator reads another phrase and participants have to finish the second prediction. After the circle is made participants read their predictions out loud.

## Look how dirty you are

The participants move randomly in the room. The facilitator puts a hand on the shoulder of a participant and shouts "Look how dirty you are!" The rest of the group has to run towards that participant and start cleaning by brushing his/hers shoulders, blowing dirt away and making the hair. The one who is clean now starts being the facilitator.

## The magic forest

Two participants are picked to be main characters – a princess and a bandit. The others are the magic forest. The forest has to keep creating an endless maze of their bodies so that the bandit cannot catch the princess. If the princess is caught she becomes part of the forest, the bandit becomes a princess and one of the magic forest trees becomes a bandit.

## I am...

The participants stand in a circle. One starts by saying something about himself e.g. "I am strong" and showing that he is strong with gestures. The rest repeat the word and the gesture. Next in the circle says "I am strong" and add something else e.g. "and I sing in the shower". The rest again repeat the phrase and the gesture. In the end we have quite a funny story.

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# Team-Builders

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## *The Almighty*

Each participant writes on a paper a list of real things he cannot do to fear or lack of skills (e.g. a backflip; sing; dance and etc.). Then the first player is chosen. Participants pick one activity from his list and assist him in achieving it by all means. After each participant is assisted the facilitator runs the reflection about teamwork and overcoming barriers together.

## *Ship in command*

Participants are asked to create a functioning ship using their bodies without any other materials. The ship has to have a 2 meter mast. The team picks a captain who is standing in the middle of the ship and commands it. Participants need to go through a maze without touching the boarder. The ship can never stop once moved. If the ship stops or the maze boarders are crossed, the ship comes to the beginning. You can set a time limit for the game or change the maze once in a while.

## *Base foundation*

The participants need to lie down in a perfect square on the ground. The facilitator is measuring the square to make sure it is perfectly even on the sides. Participant are not allowed to talk. You can add any other limitations to the game.

## *Hipster hula-hooping*

The hula-hoop is put on the ground. The task is to make sure the whole team goes through the hula-hoop without using their hands. You can put a time limit or any other limitation.

## *Traveler's dream*

The team picks one traveler after which he leaves the room. Participants decide on a travel route e.g. from Peru to Mongolia. Each player represents a certain country. The traveler's task is to reach the destination and each time guess in which country he currently is. The traveler can ask questions and the country representative can only answer yes, no or I don't know.

## *Snakes*

In the beginning the facilitator marks a start point and a finish point that are far away from each other. The group makes a snake by creating a column and putting their hands in front of them so they only the fingertips touch shoulder of the person in front. Their task is to complete the run so that each participant is always touching the person in front (but only with his fingertips). If the team fails, they return to the start and try again. You can set a time limit for the run or split the group into teams.

## *Stand under my umbrella ...ella ...ella*

You will need 1 umbrella per 2 participants for this game. The facilitator says "Let's check how many umbrellas we need to accommodate us all". At first, participants gather in pairs under one umbrella. Then one umbrella is taken out of the game and the ones without an umbrella have to join another group. The main goal is to fit under one umbrella.

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