

ECCA

COOPERATIVE GAME

SAMPLES

We are thrilled that you have selected Lake Williamson Christian Center for your upcoming event.

To assist you in planning, we are happy to provide you with this collection of games. These games have been created, tested, and/or regularly played by our facilitators at Eagle Crest Adventures. If you would like, the staff at Eagle Crest is available to facilitate these or other games for your group. Also, make sure to check out full and half-day team-building sessions on our adventure challenge course.

In His adventure,

The Eagle Crest Adventure Staff

Cool and the Gang

"My name is ___ and I am COOL because ___."

Participants take center circle and share why they are cool. Agreeing participants share in the celebration with a cheering high five in the center of the circle. A mixer for encouragement and to get to know other participants.

(Continued on page 2)



**EAGLE CREST
ADVENTURES**



Mind Reader

Three characters: the Bear, Bull Winkle the moose, and Rambo the Hunter. Everyone gets a partner. Stand back to back. On the count of 3, turn around (face your partner) and act out one of the three characters. If you read minds, you and your partner will be the same character.

Army, Navy, Hit the Deck

Here's a great game for 10 to 100 participants. Play in a fairly large room or outside. Mark off two "end zones" with cones. One end zone is the Army side, the other is the Navy side.

Begin with everyone standing in the Army area. Call out the name of an end zone (even the one that they are standing in), and the participants then run to the section that you have called. The last person into the section which you have called is out.

If participants are in the Army side, and you call out "Army", any kid who crosses the line is out. If you call out "Hit the deck!" the last person lying on the ground is out. The game continues rapidly until one person is the winner.

Shoe Search

Kids throw their stinky, vile shoes into a pile. At "go" everyone races to get their shoes back on.

Texas 3 Step

Circle up. Place arms around each other's shoulders. The group's challenge is to take 3 giant steps forward without falling.

Commonalities

Have everyone get a partner. First challenge is for each pair to find 2 things they have in common with each other that are not obvious (yes, we all breathe air, but, no, that doesn't count.). Now have each pair partner-up with another pair. Next challenge is for each group of 4 to find 2 things that everyone has in common. Have each group of 4 pair up with another group of 4. Now the group of 8 has to find 2 things everyone has in common. Continue grouping until you have maybe only two or three large groups of people. Have the groups share with everyone else their commonalities.

Capture the Flag

Two teams attempt to sneak into the other's territory to steal the flag and bring it back to their side without being caught. Once someone crosses the line into the other team's territory, they are fair game to be tagged. Once tagged, they are escorted to the jail to wait until a member of their team arrives untouched. When this occurs, both teammates walk freely back across the midline and begin playing again.

Jumbo Volleyball

Played like regular volleyball, but with a 24" earth ball. Add random blindfolds for extra fun.

Wolf Pack

The wolf (or wolves) hides around camp, while small groups hunt for him. Every 3 minutes, a group may howl, requiring the wolf (or wolves) to howl back. The group that finds the wolf (most wolves) wins.

(Continued on page 3)



Robot Programmer

Everyone gets a partner. One partner is the robot and the other is the programmer. The 'bot is blindfolded. Thus, the bot must rely on its programmer to verbally steer it in the right direction. Each 'bot will get one nerf ball. Together the 'bot and programmer will try to HIT as many 'bots (not programmers) as possible with their ball. The 'bot can only use his/her ball. Once fired, the 'bot must retrieve its ball to make another shot. If a 'bot is hit, then it and its programmer must switch places. The challenge is to hit as many 'bots as possible and dodge as many balls as possible.

King of the Hill

The "king" stands on a milk crate (or similar item) in the center of a large circle, with attackers all around. The king may not move or step off the crate. A defender at the base of the crate protects the king from the Nerf ball being thrown by the attackers. If an attacker hits the king, the king is dethroned; the defender becomes the king; and the successful attacker becomes the defender.

Blob Tag

Mark off boundaries. Anyone who steps outside the boundaries becomes part of the Blob. One person begins as the Blob.

The Blob tries to tag or chase one of the other players. If another player is tagged or is chased out of bounds, that person becomes part of the Blob. These two join hands and go after a third person who, when tagged, joins hands and helps tag a fourth.

Blob Tag ...continued...

The game continues until everyone is part of the Blob. The Blob cannot break hands. So only people on the ends can tag. No tags count if the Blob becomes separated. Once the Blob becomes large enough, it can stretch across the playing field and catch everyone.

Snort

Circle up, shoulder-to-shoulder. The object is to NOT SHOW YOUR TEETH! Someone starts a "SNORT" either to her right or left. If the SNORT comes to you, you must pass it on. You have the option of sending it back the way it came, or passing it on around the circle. Anyone showing their teeth must exit the circle and become a heckler to those still in the game.

Frisbee Baseball

This game is most effective with 25 or more participants. Teams are divided with one team out in the field and the other at bat. A batter comes to the plate and throws the Frisbee. The fielding team chases down the Frisbee and tries to return it to a garbage can that is next to home plate.

The Frisbee must be tossed in rather than simply dropped. Meanwhile, the batter runs to first base, then to second base and begins to circle them. Every lap is one point for his team, and the runner continues until the Frisbee is in the can. All the players on the batting team get to be up each inning. There are no outs.



The Trader Game

Summary: The Trader Game is an interactive simulation that involves trading "currency" in a stock exchange, even though the players don't know the value of the currency. Therefore they have to make decisions without anything to base them on. The game highlights decision-making, values, and even salvation.

Age level: Jr high through adult

Group size: minimum of 25. maximum of 100+ (theoretically no limit)

Play space: outdoors OR one large room where players can mingle and trade with one another

Supplies:

Small squares of construction paper in each of six colors: red, black, purple, orange, green & yellow (at least 10 of each color for each player)

6 small baskets or other open containers, one for each color of construction paper token

Name tags or badges for each of the traders: Trader Josh, Trader Lucy and Trader Sally (or Bob)

An envelope with instructions and tokens for each of the three traders

One score sheet and pen for each player

Summary of Play: Each player has inherited 10 colored tokens. Their mission is to amass the greatest fortune possible in the time allotted. To do so, they may trade tokens with each other, or with any of the three official traders on the stock exchange floor. They do not know, however, the actual value of each color. At the end of the period, score sheets are distributed, and players can then see how much their tokens are worth.

Before the Game: You'll need to prepare six small baskets or similar containers, one for each color of token. Put the tokens in the baskets, and have them on a table accessible to the playing area. Prepare an envelope for each of the three traders, including their instructions and a bunch of tokens for them to trade with. In this version of the game, the names of Trader Josh and Trader Lucy are fixed; the third trader can be Sally, Bob, or whatever you want. Trader Josh will only need purple tokens in his envelope; Trader Lucy will need an assortment, but lots of red and black; Trader Sally/ Bob just needs an ample assortment of all colors.

After the game: each participant will need one of these score cards to add up their fortune:

Signed Purple (1 only) + \$1,000,000

Green with Signed Purple + \$5 each

Orange with Signed Purple + \$10 each

Yellow with Signed Purple + \$15 each

Black -\$200

Red -\$200

COLUMN TOTAL: _____

Unsigned Purple/Purple or with someone else's signature \$0

Green without Signed Purple \$0

Orange without Signed Purple \$0

Yellow without Signed Purple \$0

COLUMN TOTAL: _____

FINAL TOTAL: _____

(Continued on page 5)



Trader Josh

You will quietly and gently offer only one deal to everyone to comes to you: All their red and black tokens for one purple one. You and they must sign respective initials on the purple one, and once signed they must promise to not trade it away to anyone else.

You will not accept anything less than ALL their red and black tokens. And if they offer any other colors (green, red, yellow), quietly insist that they can keep those. If someone wishes to trade with you a second time, you will decline, but offer to take all their red and black tokens for them.

Trader Lucy

Your primary goal is to get as many red or black tokens into circulation, and to do that you may use a variety of strategies. You may want to trade a bunch of red and/or blacks for other colors, or to trade in a way that makes the red or blacks appear very valuable. Be creative, be loud, be persuasive. Make people think they're getting a good deal.

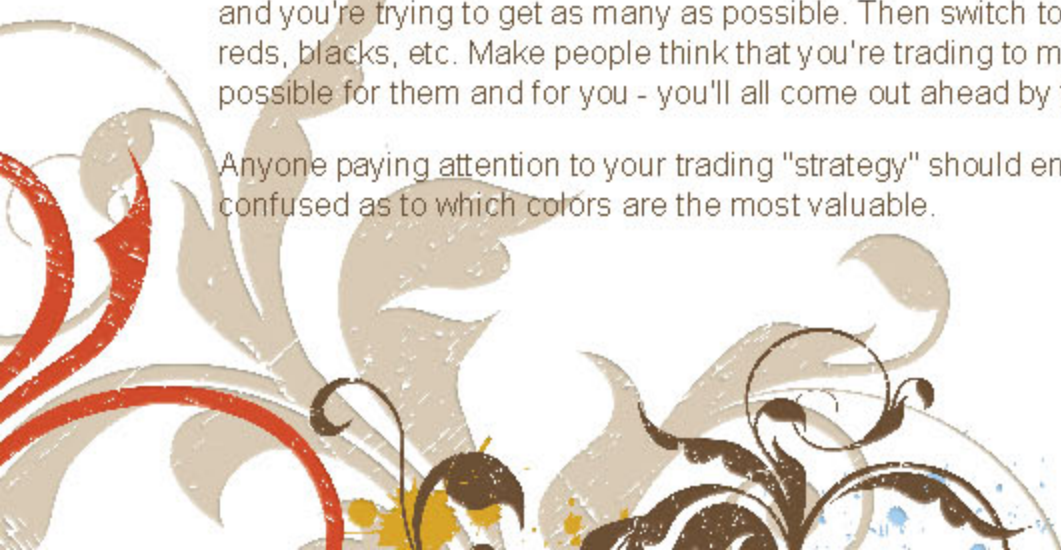
A secondary goal is to try to get people to trade away their purple tokens that have initials signed on them. Don't make a big deal out of it, but if you can subtly get them to "throw that purple one in" with a deal, offer them some red, black or whatever other color they want in exchange. But don't let them know that you really value the purple tokens.

You should not let anyone see these instructions, or tell them what your instructions are. You should try to keep people generally confused and guessing as to which tokens are valuable and which are not.

Trader Sally (or Bob)

Your main goal is to just keep things moving, active, and confused on the trading floor. Offer people all kinds of deals and trades – be creative, persuasive, like a carnival barker. Sometimes you should be trading as though yellows are valuable, and you're trying to get as many as possible. Then switch to trading for greens, or reds, blacks, etc. Make people think that you're trading to make the best deal possible for them and for you - you'll all come out ahead by trading wisely.

Anyone paying attention to your trading "strategy" should end up thoroughly confused as to which colors are the most valuable.



TEAM BUILDING AND ADVENTURE EDUCATION

AT LAKE WILLIAMSON CHRISTIAN CENTER | 800.500.LWCC

CALL:
800-500-LWCC (5922)

E-MAIL:
ADVENTURE@LAKEWILLIAMSON.ORG

CONNECT ON FACEBOOK:
WWW.FACEBOOK.COM/ECATEAMBUILDING

ONLINE:
WWW.LAKEWILLIAMSON.ORG/TEAMBUILDING

LOCATION:
17280 LAKESIDE DRIVE, CARLINVILLE, IL 62626

MAILING ADDRESS:
PO BOX 620, CARLINVILLE, IL 62626



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