

CHALLENGE

A Herff Jones IMPACT Resource For Students

January, 2005

JANUARY CHALLENGE

Leadership Games

As second semester begins and the winter continues, sometimes it is hard to motivate student activity groups. Leadership games are a way to increase participation and fun. They also allow members to get reacquainted with each other. These can be done at a meeting or set aside as weekend games. Other organizations could also be invited to participate in the fun day.

HUMAN KNOT

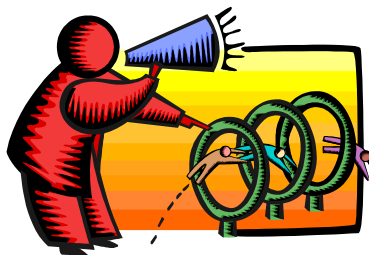
This exercise asks the participants to take part in a physical activity that helps to break down physical barriers. This is great for the early stages of a training program or to reacquaint people. It takes about 15 minutes. A group should contain about 10-12 people.

The area needs to be large enough to allow unrestricted movement. Each group should stand in a circle, shoulder to shoulder. Instruct each person to grasp the hands of 2 other people. They cannot grasp the hands of either person to their immediate right or left. Without letting go of each other's hands, the members of each circle must untangle themselves.

NUMBER GROUP

This exercise asks the participants to form groups quickly. The number of people in each group is based on the number that is called out by the leader. It takes about 10 minutes.

The group must be large enough to allow for the formation of many different groups. An open area without tables and chairs is required. This exercise involves quick thinking because when a number is called out the participants must form groups that contain that number of people. The numbers are called out quickly and the participants move quickly to form their groups. If a person cannot find a group, then he or she is responsible for calling out the next number.

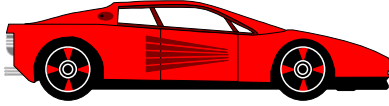


BARNYARD

This exercise helps the group to get to know one another better. It takes 10-15 minutes and is best used with a group of at least 20 people.

Select one person to be the leader and blindfold that person. Then ask the other members to sit in a circle very quietly with no talking. Have the blindfolded person stand in the center of the circle. The blindfolded person calls out an animal and points toward where a person would be sitting and that person makes the animal's noise. The person in the middle attempts to identify by name who is making the noise. If they are correct they sit down, the person making the noise goes to the center. They circle is shuffled and the game continues. If the first person in the center is incorrect they point to another person and try to identify them.

This newsletter is a joint effort of Jackie Burch and Herff Jones, Inc.



COLOR, CAR, CHARACTER

In this exercise the participants introduce themselves by naming colors, cars, and fictional characters that represent their personality. It takes 15-20 minutes and each group should have 15-20 participants.

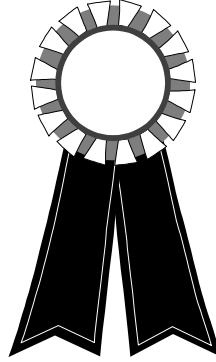
Each person needs a pencil and paper or index card. On the paper each person writes their name and the color that best fits their personality, the name of a car that fits their self-image, and, finally, the name of a fictional character with whom he or she identifies. Then, one at a time, the group members introduce themselves by name, color, car, and character. Each person is to provide the reasons for each of their 3 choices. For example, "I see myself as a Volkswagen because I am practical, steady, and dependable."

LINE UP

This is a great way to start with a new group of any size. The leader gives instructions and the members must line up in single file or a circle if the room is smaller in accordance with the instructions. A good way to start is, "Line up in alphabetical order according to your last names." Some other ways to line up are:

1. In order of birth dates
2. In order of favorite foods
3. According to height
4. In order of house numbers

Have the members line up using only non-verbal communication for another twist to the game.



GRAB YOUR PARTNER

In this exercise each participant has a partner. The partners march in different circles. The goal is to locate their partner faster than the other pairs. It takes 10-15 minutes and the group should be 20 or larger.

Music is needed and upbeat tempos are most effective. Everyone gets a partner. If there is an uneven number that person can help the leader or be a referee. Next, the participants form two circles, one inside the other. One partner is in the outer circle, while the other partner is in the inner circle. When the music begins, the members of the outer circle are to march clockwise around their circle, while the participants in the inner circle march counter-clockwise around their circle. When the music stops, the partners quickly find one another and sit down. The last partners to sit down are out of the game and will help to referee the next round. The game continues until only one pair is left.

TEA PARTY

This game takes about 15 minutes and the group should be divided into groups of 16-20. After beginning divided, the groups sit and form two circles, one inside the other facing each other. The leader asks a question, then the members discuss the question with the person facing them. After each question, the outer circle moves one person to the left to create new partners. Then another question is asked and discussed. Continue the process until each person in one circle has spoken with all of the members of the other circle. Sample questions could include:

1. What is your favorite childhood memory?
2. Who is your hero and why?
3. What place would you most like to visit?
4. Who is your favorite musician?
5. What do you hope to accomplish during the coming year?



Herff Jones, Inc.
4625 W. 62nd St.
Indianapolis, IN 46268



H HERFF JONES®