READY

EQUIPMENT: NONE

SET-UP: PLAYERS FORM A CIRCLE

NUMBER OF PLAYERS: 5+

TIME: 10 MINUTES +

EXPLAIN

1. Players form a circle, standing 6 feet apart from one another.
2. All players are storytellers! They will be creating a story together as a group.
3. Select a story leader. The leader will start by saying one word, and the person to his or her right will then add another word that connects to it like a story. This pattern will continue throughout the game.
4. If a player cannot think of a word to add to the story, then he or she must do 10 jumping jacks before rejoining the game as the new story starter.

✓ For Understanding:
• How many words does each player add to the story?
• What happens if you cannot think of a word?

GAME TIP:
• Reinforce that the goal is to create a cohesive story. Players should choose words that link together, not trip each other up.

CONFLICT RESOLUTION TIP:
• Ensure that players understand the story will go in many different directions, but if there are any disagreements, players can play rock-paper-scissors to settle them.

PLAY → REP IT OUT!

EASY: Add a sentence.

MEDIUM: Hold a balancing position until the story finishes.

HARD: Jog in place until the story finishes.