Sticks and Stones: Construction for Group Development

PRESSBOOKS

Simple Book Production

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Sticks and Stones: Construction for Group Development

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Construction for Group Developmet

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Contents

Hi this is a brief intro.

I want my book to be available for all so completely free!!!

The overarching mission was to create a book to expand my creative horizons, and hopefully help you for yours!

The requirements I assigned myself was that it needed to not use any materials you don't already have in the field, have a few geared for use online, and be open ended activities for a variety of metaphors and fun!!

1

Title

Group Size:	Resources:
• Write ideal size	• what do you need? • What space or type of ground do you need?

Game Play

Objective: Write the overall goal of game here.

- first step
- second step
- hopefully they've started playing
- Fun!!

  ○ subnote about the step

Additions & Alternatives:

– How else can you set up the game and run it?
– Here is another version, one of so many!

Metaphors

Paragraph about how you could use this game and the different metaphors you might add. how about even more words to see the indent.

Group Size:

- Suggested to be 3 – 8 people
- Split into two smaller groups as you reach 8 people or more

Resources:

- One item, preferably smaller, per person.
- A large space with varied terrain for hiding the items.

- Visual cues to mark out playing space (trees, rocks, hiking pole, backpacks, etc.).
- Piece of cloth to blindfold one person for secure groups.

Set Up:

- Mark out playing space and let everyone understand the boundaries.
- Remove the group from eyeshot and hide one item for each person going that round.
- Mark a starting position for all participants.

Game:

- Bring forward participants to the starting position, corresponding with how many items you hid.
- Challenge them to see who can find an item.

  Challenges:

  - Whatever you want and can think of!!
  - Assign an item to each person, so they have a specific one to find.
  - Time each person's attempt, for individual record or group comparison.
  - Teamwork:

    - Slowly increase the challenge by pairing off players and removing one of the senses.
    - One player who knows where you've hidden the item can give audio-visual help from the starting point to their naïve partner, who is searching.
    - Only provide visual gestures for help from the starting point.
    - Only allow audio help from starting point, seeker is not blindfolded.
    - If ground is clear, only audio cues from where the item is hidden, partner who is seeking is blindfolded.
    - Only allow touch for communication between partner who knows where the item is, and the blindfolded partner.

2

CIRCUIT BREAKER REFORMAT

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Group Size:

- No limit, but easier to communicate in groups less than 6.

Resources:

- Random objects as contact points (2-6).
- Selection of items to connect the contact points.

Game:

- Challenge the group to connect the contact points.

    ○ Add a specific order or shape for more challenge.

Alternatives:

- Limit what they can use to connect contact points.
- give specifications for how two contact points can be connected (ex: anything with the color orange).

3

BIG STICK FINISH IT

Big Stick

Group Size:	**Resources:**
• Individual	• A variety of sticks (participants can find/ choose their own) • A marked out playing area

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Game Play

Objective: For each person to find their stick and bring it back to the start.

- Each person memorizes and learns their stick
- Then, collect them all and hide them within the playing area
- They can be just dispersed, laying on the ground or hidden amongst other sticks/ things
- Set each participant to find their stick

  ○ This can be done individually or all at once
  ○ You can time them to add a competitive edge

Additions & Alternatives:

– The sticks can be any objects, as long as they aren't too unique or will stand out. Participants should have to search to find their object
– Have participants carve or mark their sticks to make them more personal and easier to identify so everyone gets their own

Metaphors

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4

BLANK CHAPTER

Title

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5

ANT-MAN FILL IN

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6

PICTOGRAPHS FILL IN

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7

RESERVOIR DOGS FILL IN

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COMMUNITY MAP FILL IN

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9

FIND THE SQUASH FILL IN

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10

WORDSMITHY FILL IN

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11

BUILD YOUR GOAL FILL IN

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12

DREAM WEAVER FILL IN

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13

STICK CROSSWORD FILL IN

Title

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14

LOVE OF A LEAF FILL IN

Title

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• Write ideal size	• what do you need? • What space or type of ground do you need?

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15

BUILD AN ANIMAL

Title

Group Size:	**Resources:**
• Write ideal size	• what do you need? • What space or type of ground do you need?

Game Play

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This is where you can add appendices or other back matter.