

Witches, goblins and giants

Portfolio
... because everyone's different...



Purpose:

A fun way to get participants to relax prior to a session, or to liven a session up at any point.

Numbers:

This activity works best with larger groups.

Instructions:

Split the group into two teams and place them at opposite ends of the room (or far enough apart not to hear each other whisper if outdoors).



Write the following on a sheet of flipchart paper and place where all can see...

Witches eat Goblins

Goblins eat Giants

Giants eat Witches

Prior to starting the activity the teams must decide what sounds and actions each of the characters would make, say the following...

'So, starting with Witches, what action and sound would they make?'

(Starting the activity in this way creates a positive mood immediately and makes things go really well).

- Advise the teams that this game is played much like 'paper, scissors, stones'.
- Firstly, you will provide the teams with a little time to confer.
- Then you will provide a countdown from 3 and after '1' each team should act out and make the sound of the character they have chosen from the list.
- The winner will be the team that 'eats' the other.
- The game will be decided on a 'best of three' basis.
- If anyone within a team performs the wrong sound or action, the other team will be awarded the point.