

Development and Peace

Icebreakers



All My Neighbours

Goal: A warm up activity to get to know each other which works for any size group, large or small, and for any age group. .It is similar to the game of musical chairs.

Materials: Something to use as a place marker for each individual (a name tag, a napkin, a note card).

How to Play:

- Ask participants to form a shoulder-to-shoulder standing circle and then have each person take a step back. Give each participant a place holder which they should place at their feet.
- The leader takes a place in the center of the circle.
- The leader will begin in the center of the circle, but their task is to try and find a place on the outside of the circle and have someone else end up without a place.
- The leader will then make a statement, for example, ‘All my neighbours who are wearing tennis shoes’ or ‘All my neighbours who love to swim’, etc.
- If that statement applies to any person in the group then they must come off their place and find another spot in the circle.
- Participants may not move immediately to their right or left and may not move off their space and return to it in the same round.
- When you think people have had enough, simply say “OK, this is the last round.” Give a round of applause to the last person who ends up in the center.

Busses



Goal: To get to know the group and connect with each other

How to play:

Explain to the group that you are all at a very busy and chaotic bus station with lots of busses heading in different destinations. Explain that once you call out a destination (which will be a category that participants can identify with), participants have to find the bus that matches their destination and quickly self-organize into little groups.

Start with a simple destination (category) that everyone will be comfortable sharing, like eye colour, # of siblings etc. Once everyone finds their group (e.g. all the blue eyes, brown eyes, etc together) call for their attention and have a quick go-around to ask what exactly the groups are.

Continue same procedure by calling out the next category/destination, like country of birth, number of languages spoken, number of *Thinkfasts* they have participated in etc.

Common Ground



Goal: To get to know each other by finding out what we have in common.

Materials: You'll need paper and pencils.

How to Play:

Form equal-sized teams of three to six. Give each team a sheet of paper and a pencil. Tell teams their challenge is to list everything they can think of that all team members have in common. For example, team members might all attend the same school; prefer the same kind of music, or like the same brand of tennis shoes. [They cannot be characteristics they share with entire human race, e.g. have a nose]

Give teams three minutes to create their lists. (Larger groups may need more time – but don't lose speed aspect)

When time is up, ask the team with the longest list to read the similarities they listed. Ask teams to add additional similarities not already mentioned. To conclude, have the entire group discuss the following questions. Ask:

- *How easy was it to discover something in common with another team member? with every team member?*
- *What does this reveal about the extent to which we're alike? the ways in which we're all different?*
- *How can our similarities draw us closer together? How can our differences help us grow closer?*

Variation Idea: Challenge teams to list things members don't have in common - things that make each person unique. You might also challenge your entire youth group to list as many things as it can those members all have in common



Dangerous Line up!

Idea: Participants play the role of being workers from the Global South applying for a job in the new gold mine in their community.

Goal: To get to know each other

Material: One chair (no armrests) for each participant.

NOTE: You should divide the group if your group is bigger than 20 participants.

How to play:

Arrange chairs in a circle. Have participants stand on chairs. Facilitator explains that they are now workers in the Global South who want to apply for a job in the new gold mine in their community. The center of the circle represents the open pit gold mine, it is dangerous for the workers so they shouldn't fall down! The facilitator plays the role of the mine's security guard. If you wish to get into character, you could be rough, reprimand the workers and shout at them:

For example: **“Now everybody! Listen to my instructions! Get in line in alphabetical order of your first names!”**

Participants need to communicate in order to find a way to line up as fast as they can, they have to arrange the start of the line and find out their first names.

If the group manages this pretty easy, the facilitator may invent other topics for lining up such as birthdays, names of parents or whatever!



Idea: It's a quick, tag-like game.

Goal: To run around and be re-energized.

Material: Yellow napkins

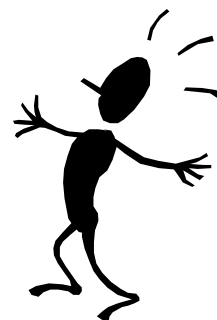
How to play:

Each participant gets a napkin and puts it in their right pocket, visible to everyone.

Each participant has to hold their left elbow with their right arm behind their backs. Facilitator announces that gold has been found in the mine and now everyone tries to take other people's gold (the napkin). If someone loses their napkin, they are out of the game. The winner is the last person with a napkin in their pocket.

Variation: Use different color napkins to represent different minerals (silver, copper, bronze etc.)

Freeze!



Goal: To encourage creativity ... and laughter.

How to Play:

Start by having two volunteers begin acting a simple scene like driving in a car, watching a movie or taking the dog for a walk. Since this is not charades, they can talk. Then someone, anyone from the group, yells “Freeze!” and the two actors have to freeze in place while the next person taps one actor on the shoulder and replaces them. The new actor changes the scene to whatever they like but without explaining it ... the other actor has to adapt to the new scene.

This game can continue until everyone has had a chance to get up, or you can cut it short if you notice it lagging.

You can mix things up by throwing suggestions to the actors like, “All of a sudden it starts to rain!”, “Look out! A car is coming!” or “Suddenly, you find yourselves in the middle of the desert!”

Encourage them to keep the energy up and not to be afraid to participate!



Global Connections

Goal: To show how interconnected we are with so many countries and cultures around the world.

Materials: Photocopy one sheet for each person of this page.

How to play: Give each person a sheet of paper. Give group a set amount of time (15 min) to talk to as many people as possible and put a name in each square. After everyone is done, review what people found. Here is some additional info:

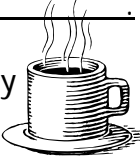











COFFEE: Uganda, Kenya, Colombia, Costa Rica, Mexico, Brazil, Peru, Vietnam, Ethiopia

BANANAS: Caribbean, St Lucia, Jamaica, Grenada, Brazil, Costa Rica

COCOA: Ghana, West Africa, Ivory Coast, Cameroon, Brazil

PINEAPPLES: Philippines, South Africa, Hawaii, Kenya, Mexico

- You have to find answers to the questions by going round the room asking different people questions.
- YOU CAN ONLY ASK ONE PERSON ONE QUESTION.
- TRY NOT TO REPEAT THE SAME COUNTRY.
- Under NAME fill in the name of the person who gave you the answer and write the country in the space provided.

<p>1. Name: _____</p> <p>knows a country where COFFEE grows...</p>  <p>_____</p>	<p>2. Name: _____</p> <p>knows a country bananas are grown ...</p>  <p>_____</p>	<p>3. Name: _____</p> <p>wears sneakers made in...</p>  <p>_____</p>
<p>4. Name: _____</p> <p>can name a country where COCOA is grown (it's used to make chocolate!)</p>  <p>_____</p>	<p>5. Name: _____</p> <p>can name a country that they have recently heard about on the news.</p>  <p>_____</p>	<p>6. Name: _____</p> <p>wears clothes made in...</p>  <p>_____</p>
<p>7. Name: _____</p> <p>can name a country that grows pineapples.</p>  <p>_____</p>	<p>8. Name: _____</p> <p>listens to music from...</p>  <p>_____</p>	<p>9. Name: _____</p> <p>has gone on a trip to...</p>  <p>_____</p>
<p>10. Name: _____</p> <p>likes food from...</p>  <p>_____</p>	<p>11. Name: _____</p> <p>knows a famous athlete from...</p>  <p>_____</p>	<p>12. Name: _____</p> <p>knows a family from...</p>  <p>_____</p>

Source: Adapted CAFOD's Global Connections which was adapted from 'Earthrights' produced by WWF.(www.cafod.org.uk)



Knots of People

Goal: To energize the group and focus on problem solving and communication.

How to Play:

Divide the group into teams of 8 – 12 members. Have each person join right hands with someone in the group who is not standing immediately to the right or left of them. Then have each person join left hands with someone else who is not directly beside them.

Now the groups have to untangle themselves without letting go of hands. They may have to loosen grips to allow for turning and twisting. They may have to step over or under other people. The first group to untangle themselves wins!

*You may end up with one large circle, with people facing inward and outward, two interlocking circles, a figure eight, or a circle within a circle.

Name Tag Match-Maker

Goal: To get to know everyone in the group.

Materials: Make a name tag for each person: Punch a hole in the top of a 5x7 index card and run a piece of string (long enough to go over someone's head) through and tie. Pens/ markers.

How to Play:

Put your name in the center of your card. In the upper left corner, write four things that you like to do. In the upper right corner, write your four favourite singers or groups. In the lower left corner, write your four favourite movies. In the lower right corner, write four adjectives that describe you.

When everyone finishes, have them mingle with the group for a few minutes. Without talking, they are to read the upper left corner of the other group members' cards. When time is up, they are to find one or two people who are most like them and visit for a few minutes. Repeat with the upper right corner, lower left corner and lower right corner information.

The only rule is that no two people can be in the same group more than once.

People Search

Goal: To get to know each other and begin thinking about some **THINKfast** topics

Materials: Photocopy one sheet for each person

How to play: Give each person a sheet of paper. Give group a set amount of time (15 min) to talk to as many people as possible and put a name in each square. At the end, read each box and add additional info (offered by self or group).

Points of interest:

- The *three cities* named are all cities where public water was privatized.
- Mexico has the *highest bottled water consumption* after US
- *Likes to be in plays and skits* – try and involve these people later in doing theatre
- Congratulate people *who raised \$50+*

Is carrying a reusable water bottle (3 points)	Lives less than 100 m from a body of water (2 points)	Tries to conserve water in their house (3 points)	Can name three brands of bottled water (2 points)
Turns the tap off when brushing their teeth (2 points)	Knows what the D and the P in 'D. and P' stand for (1 point)	Knows the country with the highest consumption of bottled water after the U.S. (2 points)	Has donated money to help poor people in Latin America, Africa or Asia (2 points)
Can name a world religion (other than Christianity) that uses water in its rituals (3 points)	Has signed a petition or postcard about water towards the government (2 points)	Has attended a THINKfast before (2 points)	Likes to be in skits and plays (2 points)
Works or studies at a place where bottled water is sold or offered instead of a fountain (2 points)	Vacationed within the last year near water (1 point)	Raised more than \$50 in Thinkfast pledges (3 points)	Knows what country each of these cities are in: Johannesburg Detroit Moncton (1 point)

How many points can you collect? _____

Quiz Show

Who wants to be a global citizen?

This game is modelled after the popular quiz show “Who Wants To Be A Millionaire?” Divide the group into teams (perhaps according to regions of the world by grouping the countries they choose in the Name Game). Emphasize that the important thing is not necessarily getting the answers right, but learning to see the inequities between societies.

Goals: To warm up the group’s thinking around global issues.

Materials: Paper (to write answers down), Poster-board for host to write questions and/or the answers.

How it's done:

Have the Game Show host read out the questions and each team answer on a separate sheet of paper. When the game is over, go through the answers as a larger group, each team correcting their own sheets. Use this opportunity to discuss the answers and examine the members’ feelings and thoughts about them.

Questions for the Game:

- 1) What raw material brings in the most money on the planet after oil?

a) wheat	c) cocoa
b) coffee	d) sugar

- 2) What percentage of the food needed to feed everybody on earth is produced every year?

a) 50%	c) 125%
b) 75%	d) 150%

- 3) How many children die every day from malnutrition?

a) 400	c) 40,000
b) 4,000	d) 400,000

- 4) The World Health Organization recommends 2,600 calories a day for a healthy diet. What is the daily average calorie intake in Canada?

a) 2,000	c) 3,000
b) 2,500	d) 3,500

- 5) According to WaterAid what percentage of people in the world have no access to clean drinking water?

a) 10%	c) 40%
b) 20%	d) 60%

- 6) How much of the world’s cultivatable land is being farmed?

a) 30%	c) 50%
b) 90%	d) 120%



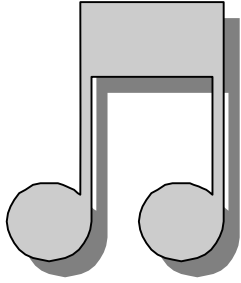
Rainmaker

Goal: To energize the group and have fun by creating your own rainstorm.

How to play:

Ask group to sit in a circle. Leader joins the circle.

Leader starts by rubbing his/her hands and sends this action to the person to his/her right. Action continues around the circle one person at a time until everyone is rubbing his or her hands. Then the leader snaps fingers, passing it on as before. Then two fingers tapping, then hands clapping on legs, then feet stomping etc and the noises gradually get louder and end up as a rainstorm. After the crescendo, do everything backwards until it is quiet again.



Songs and Chants

These songs and chants draw on familiar ones. Your group might want to write their own song/chant in a similar way.

Imagine there's no water

Imagine there's no water,
It's easy if you try.
No wells or standpipes
With Bechtel standing by.
Imagine all the PEO-ple,
Living high and dry.

Oo Hoo Oo Oo Oo

Imagine no possessions,
It isn't hard to do,
After all the World Bankers
Have their way with you.
You may think that they're greedy,
They don't care what you believe,
They hope someday they can charge you,
For the *oxygen* you breathe.

Adaption of John Lennon's Imagine by: Gabriela Bocagrande, Citizens' Network on Essential Services, www.servicesforall.org

I don't know what I've been told ...

One person is cantor, and everyone repeats each line in cadence

I don't know what I've been told
Our precious water is being sold
RWE, Suez, Bechtel
The water is making people unwell
Come on people join the fight
Water for people! Water for life!

(Sarah Ehrhardt, Council of Canadians)

Stinger



Goal: To energize the group and have fun!

How to Play:

Have the group form a circle and close their eyes. Facilitator circles the group and selects a “stinger” by squeezing an individual’s shoulder. The group then opens their eyes and spends time introducing themselves to others while shaking hands (and trying to spot the stinger). The stinger tries to eliminate everyone without getting caught. The stinger strikes by injecting poison with their index finger, while shaking hands. A person stung may not die until at least five seconds after they are stung. The more dramatic the death, the better! When someone thinks they have discovered who the stinger is, they may announce that they know. If they get a “second” from someone else in the group within 10 seconds, the two of them may make an accusation. If the person does not get a second, he/she must wait to challenge again, after another person dies. If another person does step forward to second the challenge, both point to who they think it is on a count to three. If they do not point to the same person, or they both point to the wrong person, they both are automatically dead. If they select the correct person, the stinger is dead and the game is over.

Water Bingo

Goal: To learn some facts about water in a fun way

Materials: Water trivia, container, Bingo cards, prizes (fair trade chocolate, etc)

How to play:

Cut up water bingo trivia questions (see below) and put in container.

Photocopy the blank bingo card for each participant.

Ask each person create one bingo card by filling in one answer per square chosen from the answers. Have participants exchange their cards.

Pick a trivia question from the container. Read the question (do not give the answer). If participants have the answer on their card, they mark the square. When they make a line or their card is full (depending how you want to play), they win a prize.

Water trivia questions:

- The 4 biggest water corporations (Answer: Vivendi, Bechtel, Suez, RWE)
- The location of most of the Earth's freshwater (Ans: polar ice caps, glaciers)
- The number of every 6 people without access to clean, safe water (Ans: 1 in 6)
- Year by which the demand for fresh water is expected to exceed supply by 56% (Ans: 2025)
- 65% of all water is used for this industry (Ans: agriculture)
- In 10 years, they hope to control 70% of the North American water market (Ans: Suez, Vivendi)
- Acronym for Public-Private Partnerships – a model of privatization where a water corporation is given a lease by government to take over delivery of a water service. The corporation carries the operation and maintenance costs and collects all revenues. The surplus revenue is their profit. (Ans: PPP)
- A disease caused by drinking unsafe water (Ans: cholera)
- Country where 95% of the water sector is still in public hands (Ans: Canada)
- A 'rag tag group' of activists in South Africa that reconnects the water supply to houses that are cut off because of high water rates imposed by the company that has taken over the municipal water supply (Ans: Anti-Privatization Forum)
- The city where public opposition stopped the water supply from being privatized. (Ans: Toronto)
- The city in Bolivia where opposition from the people resulted in the cancellation of the contract with Bechtel to privatize the water supply (Ans: Cochabamba)

Water Bingo

1.) Create a water bingo card using these answers:

Vivendi, Suez, Bechtel, RWE	Agriculture (esp. agri-business)	2025
Polar ice caps, glaciers	Suez, Vivendi	
Canada		
1 in 6 people	Toronto	PPPs
Anti-Privatization Forum	Cochabamba	
cholera		

2.) Trade your card with someone else.

☺ Good luck!

Water: a connecting element

Goals: To map out the ecological links of creation and water

Materials: Ball of yarn

How to play:

Form a circle (or many circles if you have a large group). Ask everyone to name a part of creation (camel, butterfly, banana leaf, etc). Arrange for four people to name water in one of its forms (rain, snow, vapour, river ...).

Give the ball of yarn to one person. The person with the yarn has to name how the part of creation they picked is connected to another part of creation named and throw the ball of yarn to that person.

Play continues until a web of yarn linking all parts of creation is formed.

The Waves Crash For...

(Variation on 'The wind blows for...')



Goal: To get the group moving around
To encourage participants to think about their daily water use

Materials: Circle with chairs

How to play:

Gather the participants into a circle with each person sitting on a chair. There should be an equal number of chairs and participants.

Stand in the middle and explain the game. The goal of the game is not to get stuck in the middle. If you do get stuck in the middle without a chair, you must give a directive related to water use, like “The waves crash for: everyone who left the water running while brushing their teeth.” All those participants who identify with the directive must get up and find a new chair.

Start off the game, “The waves crash for: everyone who had a shower this morning.” You participate as well, so someone else gets ‘stuck’ in the middle. Let play continue.

If energy is low or participants are having a hard time getting going, get yourself “accidentally” into the middle and use some of these ideas about domestic water use: ... everyone who has had more than one shower in one day... everyone who saves the rain in barrels... everyone who washes their veggies and fruit... everyone who waters their plants...



Word Play

Goal: To encourage use and understanding of development terms, and have fun!

Materials: Pieces of paper, with relevant words on them. (See a list of possible words below.)

How to Play:

Split your group into smaller groups of between 3 and 8. Then give each group a piece of paper with 10 to 15 words on it. They must then come up with a drama, normally about 2 or 3 minutes, can be longer, that contains every single word on the list!

Choose the words to suit your group's age and comprehension level.

Try words like **justice, peace, war, fighting, global, thirsty, poor, water, well, drought, rain, privatization, activist**, etc!

Try place names, celebrity names, people from the group, or youth leader's names if you aren't really looking to follow a theme but are just having fun. You can also mix and match the list by having some themed words as well as places and names to mix things up.

A competition style may get them more enthused, so try having the youth leaders judge them at the end with pieces of paper and marks out of ten for different categories, like team-work, creativeness, acting skills, use of words, etc!

