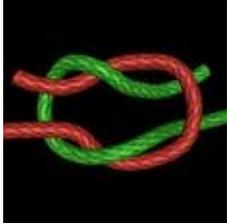


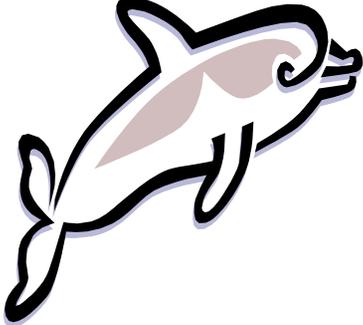
Game	Restorative Values	Directions and Facilitator Notes	Restorative Questions
<p style="text-align: center;">Crossing the Great Divide</p> 	<ul style="list-style-type: none"> • Collaboration • Facilitating Dialogue • Problem Solving • Active Listening 	<ul style="list-style-type: none"> • Participants will work together to get across a boundary. • Start in a line with feet touching the person next to you. • The group must stay attached to the feet of the person next to them until they cross the line or the group will start all over again • You could have this be as easy as two feet across or put objects in between the boundaries that the team would have to go across or around. This depends on the advancement of your group. 	<ul style="list-style-type: none"> • What did it feel like to succeed in this task? • Did you feel like you contributed to the success? • How did the group decide how to problem solve? • What was it like when you had to return to the start? • How did communication between the people next to you differ from communication with people on the other side of the circle?
<p style="text-align: center;">Balloon Keep Up</p> 	<ul style="list-style-type: none"> • Collaboration • Problem Solving • Empowerment 	<ul style="list-style-type: none"> • Give the group a balloon and challenge them to keep it off the ground as long as possible by bouncing it to one another • Give a number of times as a goal and see if the team can beat it • Ask the team to strategize and communicate between rounds • End on a high note, if team cannot complete number selected give a different goal they can accomplish 	<ul style="list-style-type: none"> • What did it feel like to reach the goal? • What did it feel like to drop the balloon? • What did it feel like to watch others drop the balloon? • How did you decide which suggestions to use? • How did you/Were you able to make yourself heard in the group?
		<ul style="list-style-type: none"> • Participants stand in a circle 	

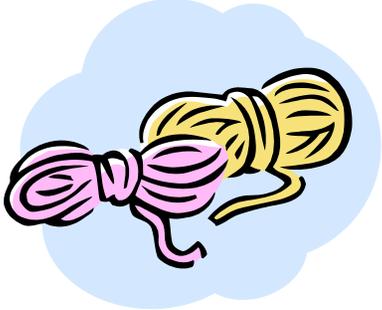
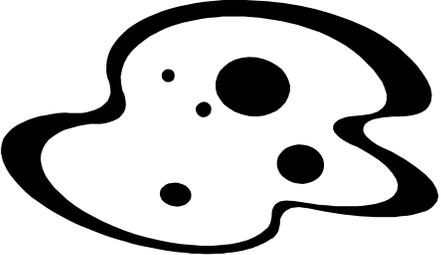
<h2 style="text-align: center;">Human Knot</h2> 	<ul style="list-style-type: none"> • Active Listening • Emotional Articulacy • Problem Solving • Collaboration 	<ul style="list-style-type: none"> • Each person reaches out with their right hand and grabs hold of someone's hand • Reach in with your left hand and grab hold • Now try to untangle • Switching out hands with bandannas or cloth avoids too much twisting, sweaty palms letting go and participants playing mercy with each other during the game. • If group is too "stuck" have them perform a surgery, "decide together on one set of hands to let go". • Spot participants as they climb over. 	<ul style="list-style-type: none"> • What did it feel like to be stuck together like this? • How did you make decisions about who should move first or who should have "surgery"? • What did it feel like when you were free/still stuck and others were still stuck/free? • Do you ever feel emotionally tied up in knots? • How do you untangle?
<h2 style="text-align: center;">Mine Field</h2> 	<ul style="list-style-type: none"> • Respect • Facilitating Dialogue • Accountability • Emotional Articulacy 	<ul style="list-style-type: none"> • Distribute "mines" e.g., balls or other objects such as bowling pins, cones, • Participants operate in pairs. Consider how the pairs are formed - it's a chance to work on relationships. One person is blind-folded (or keeps eyes closed) The other person can see and talk, but cannot enter the field or touch the person. • The challenge is for each blind-folded person to walk from one side of the field to the other, avoiding the "mines", by listening to the verbal instructions of their partners. • Have one person lead a team that are holding hands through • Consider a penalty for touching a mine instead of returning to the beginning • Monitor safety if more than one person is going at a time 	<ul style="list-style-type: none"> • What is it like to rely on someone else for direction? What is it like for someone to rely on you for direction? • How did it feel to finish? • How did it feel to hit a mine? • Do you ever feel like life is a mine field? • How can you cope with that?
		<ul style="list-style-type: none"> • Group sits in a circle • One member thinks of a phrase 5-10 words long and whispers it 	<ul style="list-style-type: none"> • Why do you think it was difficult to repeat the message around the circle?

<p style="text-align: center;">Telephone</p> 	<ul style="list-style-type: none"> • Active Listening • Accountability 	<p>to the person closest to them</p> <ul style="list-style-type: none"> • Each group member whispers to the person next to them what they heard • The last person makes their statement aloud • Facilitator should decide if members are aloud one or no repeats of the phrase • If wanted facilitator can go backwards around the circle to have participants repeat what they heard to find the different parts of the breakdown 	<ul style="list-style-type: none"> • Do you think what you say in real life stays the same with each person you tell? • Think back to where the phrase began to break down, what do you think caused it? • If you received a phrase that did not make sense, did you piece together other words to make the phrase more logical? • What things can you do in real life to communicate more efficiently?
<p style="text-align: center;">Animal Farm</p> 	<ul style="list-style-type: none"> • Respect • Inclusion • Emotional Articulacy 	<ul style="list-style-type: none"> • Each participant will be given the name of a farm animal • When the facilitator says “GO”, each participant will close their eyes and begin making that sound, moving around the room to find others making the same sound • When you find someone, stay together and listen for others • Keep making your sound until facilitator says “STOP” • When playing this game have large numbers of two groups, two people in one group and one person alone. Adjust as needed for your size but one person needs to be alone 	<ul style="list-style-type: none"> • What did it feel like to be each of the animals? • What do you do in real life when you feel similar to how people felt in these groups? • How did being part of a large group/ small group/ individual change the behavior of members of that group? • What does this say in our school and community about groups? • How can we assure that people feel included in our groups?
		<ul style="list-style-type: none"> • Everyone will be paired up and be given a team color. • They will put on arm bands 	<ul style="list-style-type: none"> • How did it feel to be part of a team? • What was it like to wait

<p style="text-align: center;">Scatter</p> 	<ul style="list-style-type: none"> • Empowerment • Emotional Articulacy • Accountability 	<p>representing their color (two each).</p> <ul style="list-style-type: none"> • One person will throw the ball in the air and shout out a color, if it is yours catch the ball, if not scatter. • Once you catch the ball yell freeze, everyone else must stop. • The teammate with the ball is allowed three steps, pick someone to head towards, then throw the ball at them. • If you get them, you take one band. If you miss, you give them an armband. The person having the ball thrown at them must be frozen even when the ball is thrown at them • Continue with whoever lost an armband throwing next, play until your team is out of armbands 	<p>to see if you would scatter or run towards the ball?</p> <ul style="list-style-type: none"> • Do you ever feel like you are waiting for the feelings of others to be revealed before running towards or away from others? • How did it feel to stand still while the ball was thrown at you? • Do you ever feel like others hurl their emotions at you and you can do nothing? • How did it feel to lose an armband? Did you feel guilty or responsible to your team? • Can you imagine how your feelings can affect others? • What are the benefits to keeping your own emotions in check?
		<ul style="list-style-type: none"> • Have all team members stand on one side of the room, tell them to pretend they were on a ship that has just wrecked. Team members must attempt to safely 	

<h2 style="text-align: center;">Shark Attack</h2> 	<ul style="list-style-type: none"> • Collaboration • Inclusion • Problem Solving 	<p>reach the shore (the other end of the room)</p> <ul style="list-style-type: none"> • Spread hula hoops along the path and tell team these are islands along the way, the waters are shark infested and ship mates will be safe from sharks on the islands • In order to succeed all members must safely reach the shore • A whistle will sound before the sharks attack and ship mates have three seconds to get to safety, if someone is attacked the entire team must start again • As team succeeds, take away hula hoops until all members must work together in order to be safe on one island 	<ul style="list-style-type: none"> • What was it like to have to work together to be safe? • What was the most difficult part in the challenge? • What did it feel like when you succeeded?
<h2 style="text-align: center;">Go Stop Jump Clap</h2> 	<ul style="list-style-type: none"> • Active Listening • Following Directions 	<ul style="list-style-type: none"> • All players must stand in a designated area • One person is the caller, calling go, stop, jump, etc. • Go means stop and stop means go • Jump means clap and clap means jump • If someone makes a mistake they are "out" • If the team handles this well they can think of other words to call, such as squat means spin and spin means stop • If players become too wild and safety is a concern have players be out if they touch someone 	<ul style="list-style-type: none"> • What was challenging about this game? • What was easy about it? • What did it feel like to be out? • When do directions become difficult and confusing in real life? • What are some strategies you can use when its difficult to follow directions?
		<ul style="list-style-type: none"> • Define all terms to the group • Sharks: Surface swimmers, watch what goes on below, put others 	

<p style="text-align: center;">Shark Crab Carp Dolphin</p> 	<ul style="list-style-type: none"> • Inclusion • Emotional Articulacy • Empowerment • Accountability 	<p>down to feel better than others, afraid there are not enough good things to go around and want to get theirs, aggressive to get their way</p> <ul style="list-style-type: none"> • Carps: afraid there are not enough good things to go around, believe they are below others. Swim on the bottom to get leftovers and not upset the sharks • Crabs: notice what goes on between the sharks and the carps but are too afraid to do anything, walk side to side and ignore what's around them, don't defend against unfairness • Dolphins: Swim at the top and the bottom, believe they are equal to others, sometimes lead and sometimes follow, encourage and stand up for others, know there are enough good things to go around if everyone shares • Divide the group into four groups, assigned by above terms, • Game is similar to tag but dolphins can tag anyone, crabs can tag carps and sharks, sharks can tag carps • Players become whatever tags them • Game continues until everyone is a dolphin 	<ul style="list-style-type: none"> • Review the definitions • What do you think these different kinds of sea creatures represent? • Did you see yourself in these definitions? • How can you become more like a dolphin and less like the other sea creatures? • How can the rest of the team help you do this?
<p style="text-align: center;">Tangled</p>		<ul style="list-style-type: none"> • Each player gets a ball of yarn, its better to have a different color for each player • Tie one end of the yarn loosely 	

<p>Yarn</p> 	<ul style="list-style-type: none"> • Emotional Articulacy • Problem Solving • Collaboration 	<p>around the player's waist</p> <ul style="list-style-type: none"> • Players stand in a circle and toss their yarn around the circle • When a player catches a roll of yarn they wrap that around their waist (not tied) and continue • When everyone is out of yarn the team works together to get untangled • Facilitator should make certain players do not tie around heads or necks and do not tie too tightly 	<ul style="list-style-type: none"> • What was it like to get tangled? • Did you need help to get untangled? • Do you ever get tangled in real life? • What can we do to help each other get untangled in real life?
<p>Amoeba Tag</p> 	<ul style="list-style-type: none"> • Inclusion • Collaboration 	<ul style="list-style-type: none"> • Players will move from side to side of a designated area • When facilitator says "go" all participants will move from one side to the other • One participant will be an amoeba and chant "amoeba" while chasing the players to the other side • Anyone caught by the amoeba must attach themselves to the amoeba, e.g. holding hands, linking arms or using bandannas, and chant amoeba while catching others • Every time players move to safety start another round to the other side • Play continues until everyone is part of the amoeba 	<ul style="list-style-type: none"> • What was it like to be one of the first players to be part of the amoeba? • What was it like to be the last of the players to be part of the amoeba? • How did the amoeba decide which direction to move in or who to catch? • What did it feel like to chant while playing? • How do you feel when you're part of a team in real life?
<p>Birthday Line Up</p>		<ul style="list-style-type: none"> • Without speaking have the group line up in order by birthdates, where one side of the room is January and the other is December 	<ul style="list-style-type: none"> • How did it feel when you succeeded in this task? • What was most difficult for you in this task?

	<ul style="list-style-type: none"> • Problem Solving • Collaboration • Following Directions 	<ul style="list-style-type: none"> • The players can just try it out or can be timed • If people speak accidentally you may want to impose a time penalty • You can have the team do other silent activities such as alphabetical order by mothers' first names or numerically by house number, etc. 	<ul style="list-style-type: none"> • What was it like to try to find ways to communicate? • When do you feel it is difficult to communicate in life? • What can you do when communication is difficult?
<p style="text-align: center;">How's That Again</p> 	<ul style="list-style-type: none"> • Problem Solving • Following Directions • Respect 	<ul style="list-style-type: none"> • Players are divided into three groups, transmitters, receivers and interferers • Transmitters think of a 3-10 word phrase or sentence and on "go" begin to shout it to the receivers • Receivers listen to the message and repeat it in its entirety to the facilitator until they are absolutely correct • Interferers stand between the two groups and try to prevent the message from getting through by yelling or talking • Facilitator can rotate turns among the teams 	<ul style="list-style-type: none"> • What was it like to be in all of the different positions? • What were some strategies you used to communicate? • What were some strategies you used to hear the message? • Do you ever find yourself being an interferer? • What do you do when messages get jumbled in real life?
<p style="text-align: center;">Changing the Leader</p>	<ul style="list-style-type: none"> • Collaboration • Inclusion 	<ul style="list-style-type: none"> • Group stands in a circle facing each other • One person is chosen as a leader and begins an action such as hand clapping, belly rubbing or hopping 	<ul style="list-style-type: none"> • What was it like to be the leader? • How did you choose who would be next? • What are some ways you

	<ul style="list-style-type: none"> • Respect • Empowerment 	<ul style="list-style-type: none"> • All other players must copy the motion • The leader can then change the motion and everyone should follow • Without speaking the leader must somehow signal another team member that it is their turn as leader and play continues 	<p>tried to communicate who the next leader would be?</p> <ul style="list-style-type: none"> • What was it like to be a follower? • How did you realize the leader had been changed? • What was it like to be the new leader?
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