

Cheering Kangaroos

Name-game

source: Coloured glass manual



10-50 people



15-20 minutes

Topic

Getting to know each other

Objectives

- To raise the level of energy of participants and warmup for the further activities.
- To create a positive atmosphere in the group and get to know them.

Jammin Board



ARTS



NFE



INCLUSION

Steps

1. The participants are told that they are a specific kind of extremely energetic and competitive kangaroos. Everyone has to move around, in no particular direction, each shouting out their own name, as though they are cheering themselves on.
2. When two people come across each other, they play rock-paper-scissors. The loser of this game then becomes a fan of the winner, both start shouting the winner's name and hopping after them.
3. The game continues until only two players are left, both with large groups of jumping and cheering fans.
4. They then play rock-paper-scissors to decide who wins the game.