

FIVE GROUP DYNAMICS GAMES IN HUMAN RELATIONS ECHOES AND REFLECTIONS

*People will treat you according to the way you treat them.
In the world of human relations, the law of the echo is also active.
People's actions towards you are rather reactions*

First Game

1. Tell the participants that they are attending a party. They are supposed to mixed, talk and make merry.
2. A slip will be given to each participant indicating the role he has to play at the party.
3. The different roles to be played will be: te the percentage of participants playing each different role)
 - 1) Act as a very friendly person. (40 % of the number of participants. Namely, out of 10, participants 4 will play this role.)
 - 2) Act as a shy and lonely person. (20 % of the number of participants. Namely, out of 10, participants 2 will play this role.)
 - 3) Act as an unfriendly and proud person 20 % of the number of participants. Namely, out of 10, participants 2 will play this role.)
 - 4) Act as a very hot tempered a person. (10 % of the number of participants. Namely, out of 10, participants 1 will play this role.)
 - 5) Act a bad-mannered and disrespectful person (10 % of the number of participants. Namely, out of 10, participants 1 will play his role.)

Participants will play their roles without knowing the roles others play.
After some time of playing their roles in the imaginary party, all will meet and share their experiences and feelings they went through at the party:

- How did they enjoy it
- Who felt wanted or not wanted at the party and why.
- Guess the roles others played by the way they behaved
- What applications this game has to real life.
- And any other and any other remarks they would like to make.

Second Game

1. A card will be pinned on each participant's back or tied on his forehead indicating what sort of person or character he is supposed to be.
2. No one should know what is written on his/her card
3. At the party, participants will treat each other according to the type of person or character mentioned in the card they wear.
4. After the game, each one will have to guess what sort of person he was supposed to be, judging by the way others treated him.

Types of Persons or Characters

ANGRY PERSON
LONELY PERSON
HELPFUL PERSON
RIENDLY PERSON
HAPPY PERSON
LOUD MOUTH
SELFISHP PERSON
ANGRY PERSON.
PROUD PERSSON
TRUST FUL PERSON
LOVING AND KIND
CHILDISH PERSON

Third Game.

The Blaming Game.

Whose fault is it anyhow?

Small groups may role-play any of the cases suggested below or any others of their choice.

After each role-play, a short discussion and evaluation should be held.

1. Mrs. Fernandes, a very good and respectable lady, complains: "All my neighbors and all the society members are most uncooperative and unhelpful. You cannot count on anyone even in an emergency."
2. Nirmala, a teacher, complains to the principal: "All the children in my class are most unfeeling and rebellious."
3. Rose says, "Nobody loves me at home. No one ever cares for me. I am treated like a stranger in the house".
4. Fr. Peter, the Parish Priest, wails: "All my parishioners are most ungrateful. No one ever thanks me or shows any appreciation for all I am doing for them."
5. John, a good foot-bailer, grumbles "All my team players are very selfish. No one ever thinks of helping others."

Fourth Game

The ‘Labeling Game’ :

Preparation:

- ✓ Prepare as many big labels (Say, 4” by 8” in size) as participants.
 - ✓ Write on each label the sort of person each participant is supposed to be.
Sad Unsociable Short tempered Kind Friendly Proud.
Selfish Clownish Ready to listen. Touchy Angry Any other
 - ✓ You may prepare several labels with the same description.
- Pin a label on the back of each participant or tie it around his forehead in such a way that no one knows what his/her label is.

Game:

- ✓ For about 10 to 12 minutes ask them to move freely. They are supposed to plan a picnic, a birthday party or any other activity.
- ✓ They will meet one another, talk and discuss matters.
- ✓ Inform the group that each one has to be treated according to the label he carries.

• Processing and Sharing:

- After the game, all will gather together and each one will have to guess the label he carries judging by the way others treated him or related to him.
- Anyone is free to put in, his observations and comments.
- All will be invited to share their findings, insights and awareness.
- Encourage them to share the feelings they experienced while the game was on.
- Were they happy with the way others treated them? Why?

Fifth Game

The “Friendly and Unfriendly Game”

Preparation:

- ✓ Prepare as many small slips of paper as participants.
- ✓ On 75% of them write the following: “You are supposed to be a very friendly and sociable person. On the 25%, write: You are supposed to be a loner and unsociable person.
- ✓ Fold them and distribute them at random to the participants.
- ✓ No one should know what was written on the others’ slips.

Game:

- ✓ Ask them to move freely and relate to one another for about 10 to 15 minutes, talking about studies, sports, games, pictures or any other thing of their liking.
- ✓ They are to role-play the instructions given in the slips.
At the end of the game, all the friendly and sociable people will be happily enjoying each other’s company. All the unfriendly people will be alone by themselves, No joy, no company! It’s useless to say: “Nobody befriended me!” Rather say: “I am not a friendly person!”

Processing and Sharing:

- Ask the Participants to guess what were the instructions written on everybody’s slips

- Request them to put down in writing their observations and comments:
- Finally, ask them to share with others their findings and insights.

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