

GROUP MODERATION

Group Mixers

INTRODUCTION

When a group is made up of smaller units coming from different Schools, colleges, parishes, villages and neighborhoods there is the danger that participants form "cliques". That is why at the start of the camp or seminar "group-mixers" will prove very effective to help the participants to mix with all the members of the larger group and get acquainted with one another.

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1. BOMBING THE CITIES

Different corners of the room are given the names of different cities. (*The names could be also of countries, villages, or other sites also.*)

As the music plays, participants go around the room "moving from city to city".

When the music stops, all take refuge in one of the cities.

Lots are drawn to determine which city has been bombed

All those belonging to that city will out of the game.

2. KEEP ON GROUPING

The leader shouts:

Form four groups according to the type of foot wear you have on.

Now form six groups according to your hair style.

Now five groups according to the color of your clothes, and so on and so forth.

***Note:** There is a lot of commotion as the participants have to decide to which group they belong. The number of groups to be formed for each chosen category is purely arbitrary.*

3. MR MATCH IS ABOUT TO DIE

All sit in a circle.

A lighted match is passed on in the circle with the message "Mr. Match is about to die."

The one in whose hands the match goes out gets out of the game

4. THE LION AND THE LAMB

All stand in a circle.

One participant is the lion and stands outside the circle.

Another is the lamb and he stands inside the circle.

The lion tries to catch the lamb. Those who form the circle, by holding hands try to keep the lion from catching the lamb.

If the lion manages to enter the circle, the lamb is let out at once, and so on.

When the lion catches the lamb, a new pair is called in.

5. TUG OF WAR

Participants are divided into two groups for a tug of war.

Each group chooses its captain.

No rope is used. Instead, the two captain's make a lock with their hands while the others hold each other by their waists.

6. MUSICAL HAT

A hat is passed round to the tune of some vocal or instrumental music.

When the music stops, the one in whose hands the hat is, gets out of the game.

If the group is large, you can pass on more than one item at a time. In this way the game will end faster.

7. GATHERING NAMES

The name of a well-known leader is pinned on the back of each person.

At the sound of the bell all set out to collect as many names as possible.

He who gets the largest number of names when the bell rings, wins.

8. UNDER THE BRIDGE

Participants form a circle by catching hands.

One of the participants will be told to free one of his hands and lead the others under the bridge of hands of the others. It's fun when the group finds itself tied and in a knot.

9. VEGETABLE SALAD

Each participant takes the name of a vegetable. He writes it down and pins it on his shirt.

Two or more participants can take the name of the same vegetable.

The leader then calls: "I have cooked onion and brinjals".

The onions and brinjals have to exchange places. Those who are not quick to exchange places are out of the game.

10. POST OFFICE *(Similar to the previous one)*

Each participant chooses the name of a town or country, or simply expresses the name of the locality or village he comes from.

The names of the different places are written on the board.

The participants sit in a circle. The moderator stands in the middle.

The moderator calls the names of two or three of the villages, localities, countries or post offices.

All those belonging to those places have to exchange seats.

The moderator runs for a seat too. One of the participants will lose his seat.

He stands in the middle of the circle and carries on the game.

If the one calling names, calls general Post, all participants have to exchange places.

11. MEAT EATERS

All stand in a circle. The leader calls out the name of different animals.

When the name of an animal that we eat, e.g. goat is called, all the participants jump.

When the name of an animal which we do not eat is called, e.g. Tiger, the participants have to remain quiet.

The leader can jump at the wrong time to confuse participants.

Those who do not jump at the proper time will be out of the game.

12. KEEP IT UP

The participants are divided into groups of 5 to 7 in each.

Each group is given a balloon.

At a signal all the groups throw their balloons in the air, and have to keep them up in the air as long as they can only by blowing at them. No touching of the balloons is allowed.

The group that keeps the balloon up the longest time is the winner.

13. MARY, WHERE ARE YOU?

All players sit in a circle.

Four solid wooden tables are placed in the middle. *(If these are not available, some persons may stand in the middle in a smaller circle, forming a solid wall)*

Two players are blind-folded. One of them has to catch the other within a certain time (two or three minutes). Both must be touching the tables or the human wall in some way all the time. The onlookers must keep quiet.

The seeker will shout "Mary, where are you" three times

The player whom he is trying to catch must reply in some way or other, , for instance, by speaking, whistling, hissing, etc.