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## PART THREE: PLAN AHEAD

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# Proudly Presenting

What could be more perfect than having someone tell everyone how wonderful you are? Why just dream about it?

**Materials needed:**

None

**Room arrangement:**

As is

**Time:**

25 minutes

**Directions:**

1. Players find partners. Preferably, people who don't know each other very well should pair up.
2. Partners have five minutes to trade information about things they would like others to know about their lives—hobbies; accomplishments; favorite foods, places, or things; plans for the future; and so forth.
3. Players sit in a circle (or players may stay at their desks), but partners do not sit next to each other. In turn, players stand and introduce their partners. For example: "I am very happy to say that we have an expert guitar player with us today. He likes to fish, swim, and eat chocolate-chip ice cream sundaes, May I present to you Dennis Myers!" The person introduced stands up and bows as the group applauds and cheers.

# Animal, Bird, Or Fish

Players will be flying high, sailing along, and climbing the walls with this pantomime game.

**Materials needed:**

None

**Room arrangement:**

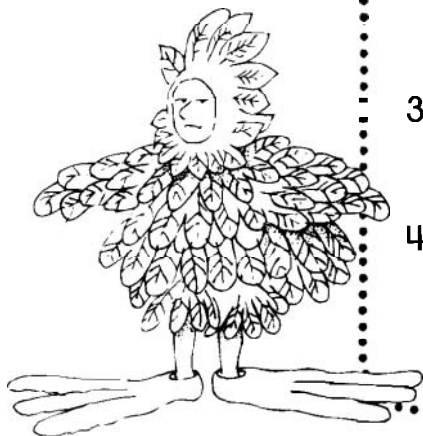
Open space

**Time:**

15 minutes

**Directions:**

1. Divide players into two teams, Teams position themselves in corners of the room opposite each other. A leader is chosen to stand in the center at an equal distance from each team,
2. Each team sends one player to the leader in the middle. The leader whispers the name of an animal, bird, or fish. If the leader says "Monkey," for example, each player runs back to his or her team to act out a monkey in pantomime.
3. When a team member guesses "monkey," the pantomiming player runs back and touches the leader, saying "Monkey!" The first player back to the leader is the winner.
4. Each team chooses a different player to perform a new pantomime. The game continues for a specified period of time or until all players have had a chance to perform a pantomime.





# Wastepaper Basketball

When the ancient Mayan game using a ball and a hoop was formalized in 1891 by Dr. James Naismith and called *basketball*, little did anyone realize that the game would be further amended by young inventors using paper balls and wastepaper baskets.

## Materials needed:

2 wastepaper baskets or cardboard boxes

Crushed-paper balls

## Room arrangement:

As is

## Time:

25 minutes



## Directions:

1. In this game, players must remain in their seats. Divide the group into two teams by counting off. Two wastepaper baskets or cardboard boxes are placed at opposite corners of the room, one for each team.
2. Players can shoot from anywhere or can pass the paper ball to each other, trying to get it to the teammate closest to the basket. Opposing team members can try to intercept shots, just as long as there is no physical contact. You can award free shots when fouls occur.
3. Referees should be stationed at each end of the room to retrieve stray paper balls and throw them back to players.
4. If the defending team intercepts a pass or retrieves the ball after a shot misses the basket, it keeps possession of the ball. After a team makes a basket, the ball goes to the other team.
5. Use a new paper ball after each basket. After an agreed-upon number of plays or amount of time, the team with the most paper balls in its basket is the winner.

## Variation:

You may want to try a balloon instead of a paper ball.