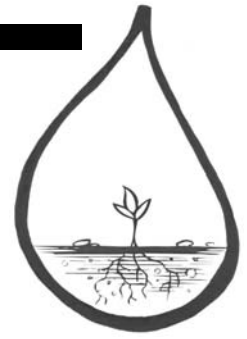


Building Environmental Youth Leadership

A High-School Service-learning Curriculum



TOPIC:

Team-building

OBJECTIVES:

- Students will get acquainted with their co-participants.
- Students will cooperate to solve a whole-group challenge.

LENGTH:

15 to 20 minutes

ENVIRONMENT:

Indoors or Outdoors.
Need a place for students form a group circle.

MATERIALS:

- 5+ soft balls, beanbags or rolled socks.

Name Toss

Background:

This classic game provides an effective way for new group members to learn each others' names. Students take turns tossing a ball to one another, introducing themselves, and memorizing the passing sequence. Attempts are made to pass the ball faster and faster in the same order. Finally, students attempt to pass multiple balls at once.

Activity Outline:

Getting to Know Each Other:

Students gather in a circle, including the instructor. Explain the objectives of the activity. The ball must pass to everyone in the circle. Individuals should memorize both the person who passed the ball to them, and the person to whom they passed the ball. The instructor introduces him or herself to the team. Then, he or she tosses the ball to someone across the circle. That person introduces him or herself and tosses to another student, and so on. Students should raise their hands until they receive the ball. No student should catch the ball twice. The instructor begins timing the activity starting with his or her first throw. Time stops when the last student receives the ball. This is the time to beat.

Passing for Time:

Try the game again, attempting to pass through the sequence faster than before. Students should continue to introduce themselves when they receive the ball. If the ball falls midway, continue the game. Keep repeating for a better time. Once the team is satisfied with their time, introduce a variation. Pass the ball through the same sequence with students calling out the name of the person to whom they toss the ball. Finally, group members reform the circle in a different order. Try to pass through the sequence, and beat the fastest time.

Multiple Balls:

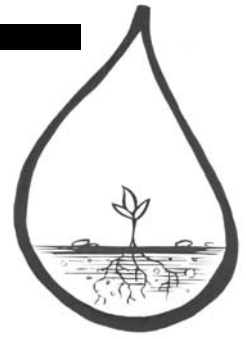
Students will remain silent during the final game. Explain that the challenge of this activity is to keep multiple balls passing continuously. When the last person receives the ball, he or she should toss it back to the instructor. The instructor keeps passing, adding balls, and increasing pace as the team gets better. Once the group is satisfied with the effort, the game stops.

Around the Circle:

Students maintain the circle for debriefing. Ask volunteers to attempt the names of other students in the circle. Then, the group should revisit the process of solving the challenge. What worked? What can we learn from this challenge? Ask the group to apply lessons learned to their *Environmental Youth Leadership* activities.

Building Environmental Youth Leadership

A High-School Service-learning Curriculum



References:

This lesson is adapted from *Warp Speed* in:
Rohnke, K. (1989). *Cowstails and Cobras II: A Guide to Games, Initiatives, Ropes Courses, & Adventure Curriculum*.
Dubuque, IA: Kendall/Hunt Publishing Company.