

## NATIONAL AIR GUITAR COMPETITION

**TIME** 5–10 minutes

**THE GAME** Select 2–3 people (shyer players) to be the judges of the “National Air Guitar Competition.” Ask players to find a partner and give pairs 5 minutes to create and practice an energetic air guitar routine to their favorite music. Ask volunteers to demonstrate their routines, and let judges give their ratings.

## DANCE CRAZE

**TIME** 5–10 minutes

**THE GAME** Have partners work together to create a new dance step and demonstrate it to the group. You can play high-energy music as an accompaniment, although it’s not essential.

### GOING DEEPER

- › Was the activity fun? What purpose did it serve?
- › How well did you work with your partner? Others in the group?
- › Did you get to know others better?
- › Why is it important to have fun together?
- › Why is it important to be able to work with everyone in the group?

## TWO TRUTHS AND A LIE

**TIME** 15–30 minutes

### SUPPLIES

- › Paper and pencils

**THE GAME** Divide players into groups of three or four. Give them 10 minutes to write on a sheet of paper two statements that are true for all of them and one that is a lie for all of them. Ask each group to read their three statements without giving away which are true or false. Groups can reread their statements if needed. Then have remaining participants vote on which statement they believe is the lie. Groups that correctly identify the lie score a point. Continue until all teams have taken their turn. Play two more rounds. The group scoring the most points wins.

### GOING DEEPER

- › What helped you determine which statements were true and which were false?
- › How difficult was it to come up with a realistic lie?
- › How important is honesty in real life?
- › Why is it sometimes difficult to be honest and tell the truth?