

## 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?