TIME 20-25 minutes

THE GAME This activity is good for reflection after a group project or activity ends. Divide into small teams of 4–6 participants. Ask participants to use their bodies to pose as if for "snapshots" of scenes that represent different stages of the group's development (or the project that the group completed). Have players walk the group through their "photo album" of times they remember most, enjoyed the most, and learned from the most. Be sure to have one person describe the "snapshots" as the small group poses.

GOING DEEPER

- > What stood out as each group went through the photo album?
- > What memories were jogged for you?
- > Why is it important to take time to remember?
- What can remembering tell us about our friendships and ourselves?

LAST DETAIL

TIME 5-10 minutes

THE GAME Ask players to find a partner and stand back-to-back. Tell them to change three things about themselves without saying anything (for example, take off your glasses, switch your hair part, or roll up your sleeve). On cue, partners turn around to face each other and try to guess what was changed. Pairs do this three to five times, each time leaving previous changes in place.

GOING DEEPER

- ➤ In what ways do you think change can be positive or negative? Easy or difficult?
- ➤ In what ways does your behavior change, depending upon whether you're with your family or your friends and teammates?
- > How might this group change over time?
- What changes might you make to work most effectively together?
- > How can you be caring and respectful of others even when you disagree with them?
- > (For school groups) What systems allow you to give your teachers and school feedback on what's working and what you'd like to change?
- > How can you use the power of your beliefs to make your school community better?
- > Change can be uncomfortable. What are ways you can help others accept changes that must occur? How can you contribute to the change you want to see?
- > What action can you take each day to make others feel accepted?