TALENT WEB

TIME 25–30 minutes

SUPPLIES
> Large ball of string or yarn
> Balloons
> List of questions

THE GAME Ask the group to sit in a circle. Holding on to the end of a large ball of string, toss the ball across the circle to another team member (but not a next-door neighbor) after answering a question. (Many topics work; for instance, ask about players' individual needs, contributions to the group, or what individuals have learned today.) Players keep answering and tossing the string until everyone has had a chance to respond. Each player holds on to the string as they toss it to the next person. The circle will be connected by a web fashioned from the strengths and talents of every individual in the group. After admiring the web, throw balloons on top of the web to juggle together. Juggling the balloons reminds us that we're strongest when we all bring our talents, gifts and strengths to the group.

GOING DEEPER
> How have your differing characteristics and perspectives strengthened our team?
> Were you surprised to find that others have similar thoughts and feelings?
> In what ways do you bring 100 percent of your individual skills and talents to the group?

FUNNY BONES

TIME 10–15 minutes

SAFETY NOTE Ensure that you only call out connections that involve appropriate touching. Players should feel comfortable with issues of personal space.

THE GAME Ask everyone to find a partner. Call out actions that players are to follow, such as "elbow to elbow" or "knee to nose." Each player is to connect as many body parts ("funny bones") as possible with his or her partner. The challenge: Only feet can touch the ground and all previous connections must remain as players add new ones. Continue to call out new challenges until one winning pair remains.

GOING DEEPER
> What kinds of challenges do you and your friends face? How are you tackling them?
> *How do you persevere in the face of an unexpected challenge?*
> Do you shy away, become creative, or get competitive when faced with a challenge?