

# MUSICAL CHAIRS

## Core Values Activity

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### Materials/Setup:

Enough chairs for every member of the team

Music player (smartphone, MP3 player, radio ... anything that can be quickly started and stopped)

Place the chairs in a circle, facing outward. If you don't have space for a circle, place the chairs back-to-back in two lines.

### Instructions to the team:

**You will be playing a game of musical chairs. While the music plays, walk in a circle around the chairs. The objective is to get everyone on the chairs as soon as the music stops.**

### The game:

**Start the music and let the team members circle the chairs. Stop the music - each team member should find a chair and sit down. Remove one chair and start the music again. See what happens when you stop the music this time:**

**(a) If the team members each claim a chair for themselves, leaving one person "out," you can repeat the instructions, or let the game continue until there is only one chair left and one person who will claim to be**

**the "winner" of the game. At that point, you can ask the team whether they satisfied the objective.**

**(b) If the team figures out that the objective is for all team members to cooperate so everyone can get on a chair, continue the game so they can explore how to work together to get multiple people on one chair.**

### Discussion:

**It's easy for the kids to jump to the conclusion that they already know how to play the game. How long did it take for the team to figure out that the objective was to get everyone on a chair, rather than for each individual to try to claim a chair while leaving out other kids? Did they need prompting from an adult coach or mentor?**