**Station games**

**Hard leadership games**

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| Activity | H1: Blindfold Maze | Objectives | Communication, Teamwork, Perseverance |
| Manpower Allocation | 2 Station Masters | Venues | Classroom |
| Duration | * Briefing: 2 minutes * Game Plan: 40seconds * Gameplay: ~15minutes * Debrief: 5 minutes | Logistics | * (6) Puzzle pieces (Paste a picture on a piece of cardboard and cut it into 6 equal pieces) * Raffia string * Bells * (10) Cones * Few pieces of clean garbage bags(For making blindfold) * Stopwatch(use phone) |
| Programme Details | **How to play**   * Each group will be given 40 seconds to discuss their strategy * All players will be blindfolded except for 1 person who will lead the group through the obstacle course. Players will have to place their hands on the shoulders of the person in front of them at all times until the maze has been cleared. * When going through the obstacle course, players will have to pick up puzzle pieces scattered randomly across the course * There will be strings tied across the chairs/cones and bells will be attached to the strings. A life is lost when players fail to avoid the obstacles and ring the bells. * The whole team only has 3 lives, and once they are out of lives they will have to restart from the beginning. When the team restarts, the leader will have to be changed * The team can keep trying the course until 15 minutes is up * When the team reaches the end of the course, they may take off their blindfolds and start working on the puzzle pieces. * The timer is stopped when the puzzle has been completed   **Reward system(tentative)**  <9 minutes: 15 coins  9-13 minutes: 10 coins  >13 minutes: 5 coins  **Sharing Content**  From this game, participants will be able to learn the importance of communication. Players have to understand that communication plays a vital role in keeping the group together and ensuring efficiency as the leaders will have to convey instructions clearly to the rest of the groups so that they can avoid obstacles. Moreover teamwork is also necessary because participants will also have to effectively communicate and take care of the person behind them(e.g. Where they can place their feet since they are ahead of them) to ensure that the team does not lose any lives and so that the leader will not have so many things to take note of. Perseverance is also emphasised in this game because through the repeated failures, participants will understand that they can only achieve their goals by not giving up. They will also learn that interpersonal intelligence takes determination, motivation and follow-through to hone and getting frustrated at their peers will not benefit them at all.  **Facilitator debrief notes**  What do you think are the objectives of the game? Why are they important?  Did you get frustrated at your teammates? If so why and do u think it helped you? If not, why not?  Did you feel responsible for the person behind you?  What difficulties did you face? How would you play this game differently? | | |
| Safety Plan  (Measures & Responses) | * Ensure that the participants do not knock into anything when they are blindfolded * Do not rush or push each other * All unused furniture should be stacked up neatly at the side of the classrooms   **Wet weather plan:** NIL | | |

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| Activity | H2: Blindfold cup stacking | Objectives | Assertiveness, communication, to get group members to step up and lead the team. |
| Manpower All  ocation | 1 Station Master | Venues | Classroom |
| Duration | * Briefing: 2 minutes * Gameplay: 7 minutes * Debrief: 5 minutes | Logistics | * (30) plastic cups * Few pieces of clean garbage bags(For making blindfold) |
| Programme Details | **How to play**   * Group will choose one person to be the challenger. He or she will be blindfolded. * The challenger will try to stack cups into a 10 stack(4-3-2-1) * Groupmates can only help the challenger by giving the challenger instructions on where to put the cups. Groupmates are not allowed to touch the challenger at all. Doing so will result in a 30 second penalty. * After every minute the challenger will have to swap roles with another groupmate. The challenger also has to swap when he/she completes the stack. The station master will choose which groupmate the challenger will have to swap with(choose the one that takes the most initiative to lead). * Every successful stack will be counted. After 7 minutes, the total number of stacks achieved by the group will be totaled up * (NOTE)   **Reward system(tentative)**  >5 stacks: 15 coins  3-5 stacks: 10 coins  >3 stacks: 5 coins  **Sharing Content**  From this game, participants will realise the importance of one person stepping up and leading the group. In this game, having too many people giving instructions to the challenger is actually a bad thing, and the most efficient way is to have one person step up to give the challenger clear and concise instructions. The person stepping up also has to be confident in what they say because the challenger is relying completely on the instructions they are receiving as if the person leading him/her is doubtful on their own instructions, the challenger may get confused and more time will be wasted. The station master will also choose the person that takes the most initiative to lead to be the next challenger so as to encourage the other groupmates to step up and lead as well  **Facilitator debrief notes**  What do you think are the objectives of the game? Why are they important?  What do you think is the most efficient way to approach this game? Did your group do it?  Did you feel the need to step up when everything was messy? Why & why not?  What difficulties did you face? How would you play this game differently? | | |
| Safety Plan  (Measures & Responses) | NIL  **Wet weather plan:** NIL | | |

**Soft leadership games**

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| Activity | S1:Key Word | Objectives | Allows participants to train their active listening skills and process the other speakers speech |
| Manpower Allocation | 1 station master | Venues | Classroom |
| Duration | Briefing: 2 minutes  Game play: ~5 minutes  Debrief: 5 minutes | Logistics | NIL |
| Programme Details | **How to play**   * Players are to sit in a circle facing outwards. * A keyword will be told to the participants at the start of the game * A story with interactive questions will be read out by the facilitators * Participants have to answer along to the questions * While answering the questions, participants have to listen actively to the whether the key word is being read out * Once the key word is read aloud, ALL players must raise their hand within 3seconds * A total of 3 stories will be read out. Failure to raise hand within the 3 second time frame will lead to 0 coins for that story   **Reward System(Tentative)**  Each story passed: 5 coins  **Sharing content**  Through this game, participants can hone their listening skills. Interactive questions have been added to not only focus on listening for a key word but also to follow the flow of story and react when necessary.  **Facil debrief notes**  What do you think are the objectives of the game? Why are they important? | | |
| Safety Plan  (Measures & Responses) | NIL  **Wet weather plan:** NIL | | |

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| Activity | S2:Flying balloons | Objectives | Communication, adaptability, teamwork |
| Manpower All  ocation | 1 Station Master | Venues | Classroom |
| Duration | Briefing : 2 Minutes  Game play: 8 minutes  Debrief: 5 minutes | Logistics | * (1) large pack of balloons * (1) air pump * (1) roll masking tape |
| Programme Details | **How to play**   * Playing area will be demarcated by masking tape * All players will have to stay in the playing area. Stepping out of the playing area will result in a “Danger” being called every 2 seconds until the player goes back in. * After the timer starts,1 balloon will be thrown into the playing area every 5 seconds, * Players will have to keep the balloon in the air by hitting it up. They are not allowed to hold onto the balloons * Every time a balloon touches the ground or leaves the boundary, the station master will shout “Danger”. Players have 2 seconds to hit the balloon up until the next “Danger” is called out * Once a total of 20 “Dangers” have been called out, the timer stops and the game is ended * Players can keep trying the game as long as their playing time of 8 minutes is not used up   **Reward System(Tentative)**  Survived time  >4 minutes: 15 coins  2-3 minutes: 10 coins  <1 minute: 5 coins  **Sharing content**  From this game, players can learn that communication is important. The game will end really quickly if everyone just runs at every single balloon thrown into the playing area as it will leave other parts of the playing area exposed. Players need to communicate which part of the playing area they should be covering and which balloons they should be keeping up in the air. Players also have to tell each other when and where to pass on the balloons to if they see that their group mates are being overwhelmed. They also have to be adaptable as there may be times in the game where they or their teammates are overwhelmed by the balloons they are keeping up in the air. They will have to find a way to pass their extra balloon to their teammates or find a way to help their teammates out without dropping the balloons they are keeping up in the air themselves.  **Facil debrief notes**  What do you think are the objectives of the game? Why are they important? | | |
| Safety Plan  (Measures & Responses) | * Facils and station masters to ensure that the participants do not knock into each other when playing * Ensure that the playing area is clear of items   **Wet weather plan:** NIL | | |

**People Skills games**

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| Activity | P1:Leaning Tower of Feetza | Objectives | To promote communication, creative thinking and teamwork |
| Manpower Allocation | 2 Station Masters | Venues | Classroom |
| Duration | Briefing: 2 minutes  Game plan: 2 minutes  Game play: 7 minutes  Debrief: 5 Minutes | Logistics | * Recycled materials eg. newspapers (comm members to contribute and bring all recycled materials, such as newspapers, plastic bottles, empty boxes, etc) * (2) Rolls masking tape * (2) rolls clear tape * (~20 )Rubber bands * (1 bundle) String * (3) Rough paper * Measuring Tape * At least 2 phones (game masters’ phones) |
| Programme Details | **How to play**   * Objective of the game is to build the tallest tower by then end of the time given to them * Each Group will be given a basic set of recycled materials to start building their tower. * Basic set of Materials include (4 plastic bottles, 4 stacks of newspaper, and one strand of masking tape) * Groups to build their tower either on floor * Groups will be given 2 minutes to strategise. * Groups will be given 7 minutes to build the tallest tower possible with their materials. * During these 7 minutes. Groups can send 1 member to the material booth to earn items. The team members can choose what type of challenge they want. Challenges include : Solving riddles, guessing song lyrics, dancing, charades. Once one challenge is completed, another member of the team has to complete the next challenge * If the team members successfully complete the challenge, the SLs will pass them extra building materials. However, if they fail to complete a challenge, the extra materials will not be given to them * If the group’s tower collapses halfway through building, they have to restart and build their tower again until the time is up. * Once the 7 minutes is up, the group has to stop building and take all hands off their tower. The Station Master will then use a measuring tape to measure the height of the tower (From base to the top) * After the game is finished, participants are to help dismantle the tower. Undamaged items will be reused for the next group   **Reward System(Tentative)**  TBC  **Sharing content**  Through this game, participants can explore different leadership styles eg. soft skills such as teamwork and communication and hard skills. When building their structure, participants would have to collaborate together in order to decide what and how the structure should be built. This facilitates effective communication. Their creativity is also put to the test as they find methods and ways to build the tallest structure.  **Facil debrief notes**  What do you think are the objectives of the game? Why are they important? | | |
| Safety Plan  (Measures & Responses) | NIL  **Wet weather plan**:NIL | | |

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| Activity | P2:Time Management Challenge | Objective | Time management, communication, teamwork |
| Manpower Allocation | 1 Station Master | Venues | Classroom |
| Duration | Briefing: 2 minutes  Game play: 5 minutes  Debrief: 5 minutes | Logistics | * (1) Marker |
| Programme Details | **How to play**   * Unveil numbered list of tasks and explain that each group has 5 minutes [can be changed] to collect as many points as possible by completing tasks. Station Master to monitor completion of tasks and add up points in the end. [write out lists of tasks on whiteboard or flash using projector] * List of tasks [ more tasks can be added on]:   + Do a lap around the room (5 points)   + Find out something unique about each person on the team (5 points)   + Sing a song together (15 points)   + Make a paper airplane and throw it from one end of the room to another (10 points)   + Get everyone in the room to sign a single piece of paper (5 points)   + Count the number of pets owned by your group (20 points)   + Assign a nickname to each member of the team (10 points)   + Name your team and come up with a slogan (10 points for the name, 5 points for the slogan)   + Re-create the sounds of the Amazon rainforest with the sounds of your voices (10 points)   + Make a list of what your team wants out of the workshop (15 points)   + Form a conga line and conga from one end of the room to another (5 points; bonus 10 points if anyone joins you)   + Do 15 jumping jacks (5 points)   + 10 pushups (5 points)   **Reward System(Tentative)**  TBC  **Sharing content**   * Communication is key and Active listening is also important. Can be seen that some students initiated a leadership role while others listened actively. Worked as a team to gain points. * Learn to analyse the time tasks will take and/or difficulty of the tasks, similar to when we manage our team irl as well -> we often choose the high-yield , low effort tasks over low-yield, high effort tasks.   **Facil debrief notes**  **Reward System(Tentative)** | | |
| Safety Plan  (Measures & Responses) | NIL  **Wet weather plan:** NIL | | |

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| Activity | P3:Hoop Passing | Objectives | Adaptability, Teamwork, Creative thinking |
| Manpower Allocation | 2 Game Masters (one to observe and record time, one to hand out hoops) | Venues | Anywhere that has an empty space and large enough headroom/bodyroom (e.g classroom, ISH, hall etc.) |
| Duration | Briefing : 2 minutes  Game play: 5 minutes  Debrief : 5 Minutes | Logistics | * At least (5) Hula hoops |
| Programme Details | **How to play**   * Players stand in a straight line. 1 game master stands in front of the first person in line and prepares to pass the first player 1 hula hoop. * Using any method possible, players must use their arms to support the hula hoop such that it passes through the player’s body (i.e. over the head and through the legs) and then pass it to the next player. No physical contact between players is allowed. * Any form of grip using the hands and dropping the hoop on the floor / hoop coming into contact with the floor will result in the hoop being sent back to the first player. * Start passing another hula hoop once the previous hoop is passed to the 3rd person * Aim: to pass the hula hoop from the first person to the last person in line   **Reward System**  0-1 hoop passed= 2coins  2-3 hoops passed= 5 coins  4-5 hoops passed= 10 coins  More than 5 hoops = 15coins  **Sharing content**  This game allows leaders to maximise productivity within their group. Consider new perspectives when taking an approach towards a problem. As a group, they can think of creative ways you can improve the efficiency in completing tasks or suggest members of your group to offer their own points of view.  -Facil debrief notes(e.g. What did you learn, what would you do differently?) | | |
| Safety Plan  (Measures & Responses) | NIL | | |

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| Activity | P4:Pipeline | Objectives | Teamwork, Collaboration skills |
| Manpower Allocation | 1-2station masters | Venues | Classroom |
| Duration | Briefing: 2 Minutes  Game play: 7 minutes  Debrief: 5 minute | Logistics | * (10) piece Paper * (10) Marbles * (2) Boxes |
| Programme Details | **Game Setup:** Make ‘’tubes with the paper (roll into a u-shape, preferably stack a few pieces of paper tgt to make it thicker)  **How to play** https://youtu.be/TysD9sVWYSM   * Participants must work together to transport the marble from one end of the classroom to the box at the other end of the classroom using only the tubes provided * Participants must stand in a S-formation. (increase difficulty of game) * Only tilting of tube is allowed. * If a marble drops onto the ground, that marble must be transported from the start of the line.\ * \* maybe can make some obstacles for them to go through in case game ends too quikly   **Reward System**  Every 1 marble successfully transported= 2coins  **Sharing content**  Through this game, participants would understand the importance of teamwork and collaboration. In order to transport the marbles from one end of the class to the other, they must pay close attention and work hand in hand with the other participants- to connect the tubes or else the marbles will drop through any small gaps They would also have to communicate with one another throughout the game, so that they can work together and react accordingly when the marble is moving towards them.  -Facil debrief notes(e.g. What did you learn, what would you do differently?) | | |
| Safety Plan  (Measures & Responses) | NIL | | |

Mass games

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| Activity | M1: Zombies vs. Humans | Objectives | Allows participants to build on their communication,teamwork, and strategizing skills |
| Manpower Allocation | 7 station masters (2 stationed at each home base, 1 stationed at jail, 3 wandering around with missions) | Venues | Field |
| Duration | * Briefing and pairing up: 5 mins * Gameplay: 30 mins ( 2 x 15 mins) | Logistics | * 60 Sashes(2 colours e.g. 30 red 30 blue) * 20 cones * 10 empty plastic bottles |
| Programme Details | **Participants:** 4 groups (around 60 people)  **Game setup**   * Mark out the playing area with cones   **Gameplay**   * The groups from the 4 different clans will be split into “zombies” and” humans”. 2 groups from the allianced clans will be the “zombies” and the other 2 groups will be the “humans” * Zombies and Humans are split into pairs. Everyone is to move in pairs throughout the whole game. Each pair will have to lock/hold hands when they are moving together. * Each person is given a sash which they have to put at the outer side of their body. * Goal is for zombies to eliminate all pairs by pulling the sashes of both humans. The “human” pair is still alive so long as one of them has a sash. After a zombie pair has pulled out the sash from one human pair, they are not allowed to take away the remaining sash of the same human pair. * When either one of the sashes of the “zombie” pair is pulled out, they will have to go back to their “zombie base” to revive. They will have to stay there for 2 minutes before they can go back into the game. * The goal of the “humans” is for them to return to their “home base”. The goal of the “zombies” is to prevent them from entering their “home base” * The zombies will only be allowed to roam in the area demarcated by cones. Leaving the area will cause the pair to be disqualified. * When a human pair is eliminated, they are to go to the “jail”. There, they will have to perform a forfeit (either bottle flipping or questions about what they have learnt about LS) before they are allowed to revive. * When a human pair reaches their “home base” they are to stay there until the game is over. * After 15 minutes, the no. of surviving humans is recorded and the “zombies” and “humans” switch sides * The team with the most number of surviving humans will win the game * No. of weapons betted will be doubled for the winning team. Losing team will lose half of the weapons they betted. (If 1 weapon betted lose 1, if 3 weapons betted lose 1) | | |
| Safety Precautions | * No running, only fast walking * Players must hang sash such that they are long enough to be pulled by opponents   **Wet weather plan:** In the event of wet weather, the venue will be shifted to the ISH | | |

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| Activity | M2:War of Words | Objectives | Creative Thinking, Communication, Confidence, Teamwork |
| Manpower Allocation | 2-4 station masters | Venues | A big enough space |
| Duration | * Briefing : 2minutes * Game Plan: 1minute * Game Time: 7minutes | Logistics | * Phone * Portable whiteboard |
| Programme Details | **Participants:** 4 groups  **Game Play**   * Allianced groups clans up to form the words. Game is the same as the station games one but with people from different teams * Station masters plan a list of around thirty 4 or 5 letter words (this will vary based on final group size) to be used in this game. Then explain the game rules to the teams. Teams will have 1 minute to formulate a game plan and decide who are the initial “word showers” * 4-5 of the group members assign themselves as the “word showers” and use their body to spell out a 4 or 5 letter word (if 4 letter word use 4 ppl, if 5 then use 5 ppl), while rest guess * Person who gets the word correct will replace one person in the “word showers” (the person who gets replaced becomes a word guesser). Cycle continues until game ends (5min) * Scoring: Every word guessed = 1 point. If a team can remember the exact order of the list of words that were guessed over the course of the game, the overall score is **doubled**. * The team with the higher score wins * No. of weapons betted will be doubled for the winning team. Losing team will lose half of the weapons they betted. (If 1 weapon betted lose 1, if 3 weapons betted lose 1)   \*station masters can only show next word until a “word shower” has been replaced with the person who guessed the previous word correctly   * No. of weapons betted will be doubled for the winning team. Losing team will lose half of the weapons they betted. (If 1 weapon betted lose 1, if 3 weapons betted lose 1)   -Sharing content(takeaways, what can we learn from this?)   * Confidence (in self and of the team): strategise to form words as quickly as possible, or sacrifice no. of words formed in favour of doubling the score by guessing the word list at the end? * Creative thinking and teamwork: how to form words as quickly as possible? * Communication: team roles and formulating a game plan to maximise the amount of points obtained at the end of the game | | |
| Safety Plan  (Measures & Responses) | NIL  **Wet weather plan:** NIL | | |

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| Activity | M4: Human Battlefield | Objectives | To work on the teams’ communication skills and problem-solving skills |
| Manpower Allocation | 2 Station Masters ( 1 per classroom) | Venues | 2 classrooms side by side |
| Duration | * Briefing of rules: 2 minutes * Planning positions of battleships:3 minutes * Game time: 15 minutes | Logistics | (2) White board marker |
| Programme Details | **Participants:** 2 groups (around 30 people)  **Game Setup: Draw 10x10 battle grid on white boards in both classrooms**  **Game Play**   * Each group will be separated into 2 classrooms. In there, they will be given 2mins to plan the position of their battlefield ships onto a 10X10 battle grid (drawn onto the whiteboard of the classrooms) * Each groups will be given 5 different ships with varying lengths:   + Carrier, which has five units   + Battleship, which has four units   + Cruiser, which has three units   + Submarine, which has three units   + Destroyer, which has two units * The group will then have to complete a series of challenges/speed trivia questions (eg. list a learning point from one game that you have played/ what is the theme of LS?) as many as they can to obtain as many bombs as possible. To throw a bomb, the players must tell the station masters the coordinates of the spot they want to bomb and the station master must liaise with the other station master in the other room to see if the hit has been successful or not * The other rules of battleship apply. The game ends when one group has successfully sunk all the opponent’s other ships * No. of weapons betted will be doubled for the winning team. Losing team will lose half of the weapons they betted. (If 1 weapon betted lose 1, if 3 weapons betted lose 1)   -Sharing content   * Creativity and strategic thinking would be involved in this game to plan out the locations of the battleships * Communication is also vital in making sure everyone in the team comes to a consensus in deciding where to place the battleships or where to throw the bomb | | |
| Safety Plan (Measures & Responses) | NIL  **Wet weather plan:** NIL | | |