**Examples of Games to Promote a Cooperative Community**

**Check back often as this list is expanding**

**Machines:** The teacher calls out something that people need to make their bodies into and the number of people who have to make it. Groups then have 1 minute to make it and then volunteer to show the others. Examples: 2 people make a rocking chair, 3 people make a popcorn popper, 4 people make a washing machine, 5 people make an elephant, 6 people make a carwash….

**Balloon-circle:** Divide class into 4 groups. Each group holds hands in a circle and is given a balloon to keep in the air without letting go of each other’s hands.

**I like everyone who…**Everyone sits on chairs or marked spaces in a circle except for one person who stands in the middle. “It” calls out, “I like all my friends, especially those who….” (examples to finish the sentence: are wearing something red, play the piano, walked to school today, have a birthday in the summer, wear glasses, etc.) Everyone who fits the description named has to run into the middle of the circle and then try to find a vacant space while the person who was in the middle rushes to claim one of the vacated spaces. Whoever doesn’t have a space becomes the new caller.

**Who Started It?** Everyone sits in a circle. While a volunteer detective waits outside the room, the teacher chooses a leader. The leader starts an action which everyone copies and then the leader changes the action frequently. The detective stands in the centre of the circle and tries to figure out who is the leader. The group works together to try to make it hard for the detective to guess by making sure that not everyone is looking at the leader – some will follow others who are following the leader.

**I sit beside my friend** Everyone sits on a chair in a circle with one extra chair. One of the people who is sitting beside the empty chair moves into the empty chair and says, “I sit”. The next person moves into the chair s/he vacated and says, “beside my friend” and the next person moves into the chair s/he vacated and says, “whose name is (calls a name)”. The person whose name was called runs across the circle to the empty chair. This leaves a new vacant chair and the people on each side of it rush to be the one to sit in it first and begin the next round, beginning with, “I sit”.

**Cat and Mouse:** Everyone joins hands in a circle except for the mouse who is inside and the cat who is outside. Everyone is trying to protect the mouse from the cat. If the cat manages to get his head under a pair of hands, the pair have to open their hands to let him in. If the cat manages to get his leg over a pair of hands, the pair have to open their hands to let him in. If the cat gets into the circle, the mouse goes outside and the circle works to keep the cat inside. The cat is not permitted to break through the circle. After a few minutes, give others a chance to be the cat and the mouse. This is a good game to adapt to a theme, e.g. “Santa is trying to catch a reindeer.”

**Who’s Got it?** Everyone sits in a circle with three detectives stand with their eyes closed in the middle. The teacher hands out dimes or other small objects to several people in the circle. The detectives open their eyes and try to figure out where the dimes are as they are passed around the circle in front of them. Everyone tries to fool the detectives by pretending they are passing the dimes.

**Mirrors:** Partners face each other. One person begins by moving his/her hand and arm slowly enough that his/her partner can “mirror” him/her. The objective is to enable the partner to follow successfully. Trade roles.

**Colours:** Everyone stands in a circle and holds onto one colour of a parachute. The teacher calls out “UP!” and everyone lifts together. When the parachute is at maximum height, the teacher calls out one of the parachute colours. Everyone holding that colour lets go of the parachute and runs underneath to the opposite side while the teacher counts out loud to 5 and then shouts “Down”. As soon as “down” is called, everyone holding on to the parachute pulls it down, trying to catch those still running underneath. Call “Up!” again quickly so no one is trapped underneath for long. Variation: Instead of colours, call out other things such as “Everyone who has a birthday in the summer, everyone wearing grey, everyone who did their homework last night, everyone wearing jewelry, etc.” Don’t call anything that applies to most people such as “wearing blue” or “likes pizza” as it will get too crowded under the parachute.