

## Title: Community Bounce

**Aim:** To think about ways individuals and groups can make their community a better place to live

**Age:** 8+

**Time:** 40 minutes

**Materials:** Chalk or masking tape, tennis ball, flipchart and marker, copy of the rules, old papers and magazines, glue



### WHAT TO DO

Place two vertical lines facing each other about two metres apart. These will become the throw lines during the game. Mark out two squares in between the lines with masking tape or chalk. The sides of the squares should be about 50cm long.

Divide the group in two teams, A and B. Ask them to think about things that communities can do to become stronger. Focus on action ideas. Each group should come up with as many ideas as possible. But they are not allowed to write any down. Each individual should try to remember at least two.

Each team lines up behind a line. The first person in each team faces each other, and the other members line up behind them. Team A starts and the first person in that team has to name one of their ideas and bounce the ball over to the other team. The ball must bounce through one of the squares on the ground. Then the person who threw the ball goes to the end of their own line.

When the first person in Team B catches the ball, they do the same thing – name their suggestion and bounce the ball back to Team A through the square.

- Rules:**
1. The ball must bounce inside the square. If not, the person gets the ball back, has to come up with another suggestion and then bounces it again. Keep going until the ball bounces through the square
  2. Each suggestion can only be said once
  3. You have 5 seconds to make a suggestion or you're out
  4. Team members can help each other when they're lining up, but they cannot talk to the person who is holding the ball
  5. The team with the most players at the end is the winner



**NOTE TO LEADER:** The leader will probably need at least one other leader to help as adjudicator. The adjudicator should write up the suggestions (very quickly) and let the group know if something has been said already. The adjudicator should be firm and fair. You could also do a tally of scores if you wish. First team to 20 points with the most players wins?



**DEBRIEF:** Was it easy or difficult to come up with ideas? How did it feel during the game - pressurised or relaxed? Did you help each other? Do communities always help each other out? Were any of the suggestions similar? What do you think makes a community strong/weak? How would your ideas make a community more resilient? Do you think communities operate in the same way worldwide? Why and how?



**ACTION IDEA:** Using the ideas presented during the game, create a large collage or mural highlighting the activities that take place in your own community. Display it in a public place to remind people of all the positive elements of where they live.



*If you want to go fast, go alone; if you want to go far, go together.* African proverb