

The squirrel

Learning objectives

- Unblocking
- Energizer
- Encouraging cooperation

Number of participants

Minimum: 16

Duration

20 to 25 minutes

Material

Flipchart; markers (several different colours)

Description

The team has prepared a poster, with a squirrel drawn on it. On each side of the squirrel, a person is represented, making a roof over the squirrel's head with their arms. The group repeats the words „squirrel“, „left“, „right“, and „earthquake“, in order to memorize them. The game leader presents the words in their mother language and the words in the other languages are presented by participants according to their own mother language. Each word is read out loud at least three times with a different tone, and every one repeats them.



The squirrel

Following this, groups of three are formed and spread throughout the room. Each person takes on a different role: the squirrel is in the middle, the person to their left (according to the squirrel's perspective) reacts to the word „left“, and the person to their right reacts to the word „right“. The participants on each side of the squirrel join hands above the squirrel's head in order to form a roof; the squirrel might have to crouch slightly. It is important to check that the trios are spread evenly around the room.

The game leader stands in the middle of the room and calls out „left“, „right“, or „squirrel“. All the people matching that word leave their place and try to find a new one, and so does the game leader. The person who is left without a place in a trio stays in the middle, which means it is their turn to call out one of the words.

When someone calls out „earthquake“, everyone changes places, and thus might also find themselves to change roles.

Variation

The words can be modified and adapted to the topic of the exchange.

