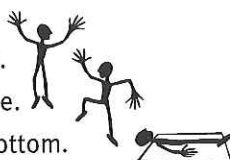


About this book

Welcome to *Special Games*. This book is a near inexhaustible resource for practitioners interested in sharpening non-cognitive skills, improving communication skills or in simply having some harmless, friendly fun. It is suitable for all ages and for differing needs, whether in schools, after school clubs or colleges. Whether you are a novice or a seasoned games-playing facilitator, you will find engaging ready-made sessions. You can also use these games as an opportunity for easily creating many more games of your own.

The book has been specifically designed to glean the most from players. Each page is cut into three sections:

- Warm up (A) games at the top.
- Climax (B) games in the middle.
- Cool down (C) games at the bottom.



How to use the book

For a satisfying games session, select two or three games from section A, followed by two or three from B, then two or three games from C. This order works like magic!

I have structured *Special Games* carefully, so there is order to the games, probably making it the most potent games book ever. Games are arranged apparently seamlessly so a few appear as one. For example, the vertical games such as 1A, 2A and 3A look similar but they are different because 1A is good for social skills, emotional and behavioural disorders (EBD), wheelchair users, motor control, dyspraxia / developmental co-ordination disorder (DCD), decreasing shyness, raising self-esteem and developing concentration; 2A is good for these seven aspects as well as developing self-awareness; 3A is good for all of the above aspects but it is also great for releasing energy. There is also a reason why the games are presented the way they are horizontally. For instance, 27A warms a group up rapidly while incorporating safe touching. After this, players can easily play the more demanding (due to the extra interaction and personal awareness involved) 27B, because they have already worked together while developing an understanding of respectful touch. In the game that follows, 27C, players quickly calm down while focusing, in silence, and while remaining still. This is a welcome contrast to the previous all-action game.

Any A game can be followed by any B, followed by any C.

- A games are better for: starting sessions, using with more difficult children and using with children who do not know each other.
- B games are good for: growing self-esteem and for children who know one another.
- C games can be used for: ending sessions, producing a peaceful atmosphere and creating calm.

It is what players get out of these games that make them so powerful.

- One player becomes Mr Wolf and they stand facing a wall.
- The rest of the players stand against an opposite wall facing Mr Wolf.
- Players can only move when Mr Wolf is facing his wall.
- Players must ask together, 'What's the time Mr Wolf?'
- After giving the time Mr Wolf turns round quickly to see if he can spot anyone moving. If Mr Wolf sees anyone move, that person returns to the wall to start again.
- If, after the players have asked the time, Mr Wolf shouts, 'Dinner time!' Mr Wolf can then run to catch the other players. They are only safe if they are touching their own wall.
- Whoever is caught becomes a little wolf and helps to catch others when Mr Wolf shouts, 'Dinner time!'



9A

Dinner Time

All players, but one, sit in a circle. The one remaining person stands in the middle of the circle and asks three players one question each. For example:

- 'If I were an animal, what would I be?' (To which the answer could be, 'A kitten because you like strokes and cuddles.')
- 'If I were the weather, what type of weather would I be?'
- 'If I were footwear, what would I be?'

The third person to answer a question becomes the next questioner.



11B

If I were an Animal

- Players sit or stand in a circle.
- The facilitator asks them to become aware of their current emotion.
- One at a time, in turn, each player makes a sound (but not a word) to show how they are feeling while the other players give their full attention to each person doing this.



7C

Feeling Sound

- One player becomes Mr Wolf and they stand facing a wall.
- The rest of the players stand against an opposite wall facing Mr Wolf.
- Players can only move when Mr Wolf is facing his wall.
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7C

Feeling Sound

- Players should be in pairs, not touching but standing close together.
- One of the pair is A and the other is B.
- A closes their eyes.
- B calmly and continuously says A's name while moving around the room.
- A keeps their eyes closed while following B's voice and being guided by the sound of their name, so they go wherever B goes.
- Change over so that B has a chance to follow A's voice.



20A

Follow your Partner

- Players get into groups of six.
- For each group the facilitator cuts one drawing into six pieces to make a jigsaw puzzle.
- The facilitator gives each person in a group a piece of the puzzle and, without speaking, the six players must put the puzzle together.



16B

Jigsaw

Players stand around a parachute holding it with their hands, making a rough sea with it by moving their hands rapidly up and down. When the facilitator says, 'Mushroom', all players take one step forwards as their arms lift the parachute way above their heads. Then they pull the parachute behind their bottoms and sit on it, so the parachute makes a mushroom shape as all players sit inside the edges of it while it is pulled taut by their behinds. Two or more people stay on the outside and gently stroke the backs of the others. This has a lovely calming effect on those being stroked.



15C

Mushroom