



COMMAND CENTRE



This game is used in youth engagement programs and teaches active listening within a team environment.

Use this game in small in-person or virtual meetings or events as a way to get people moving around, building team spirit, and paying attention.



RIGHT TO PLAY

COMMAND CENTRE



Players:
6+



Equipment:
None



Time:
15 minutes

HOW TO PLAY

1

Appoint a game leader, form two teams, and ask both teams to face the game leader.

2

The game leader explains the commands:

- Command 1: When they point to a team with their right hand, that whole team must yell out "Hey!"
- Command 2: When they point to a team with their left hand, that whole team must clap their hands.
- Command 3: When they point to a team with their left foot, that whole team must jump in the air. Etc.

3

Practice the commands until each team gets the hang of it. The whole team must respond to the command together.

4

Start the game. Each team has three strikes. A team gets a strike when any member of the team responds to the command with the wrong action.

5

Start slowly and pick up the pace to make it more challenging for the teams to respond correctly.

6

Play until one team gets three strikes!



RIGHT TO PLAY



SILLY BALL



This game is used in psychosocial support programs to foster children's creativity and encourage positive free movement.

Use this game in small in-person or virtual meetings or events as a way to get people moving around and create a free and fun atmosphere.



RIGHT TO PLAY

SILLY BALL



Players:
6+



Equipment:
A ball



Time:
15+ minutes

HOW TO PLAY

1

Appoint a game leader and form a circle.

2

The game leader will kick things off by moving the ball in a creative way, e.g. passing the ball over their head to the participant beside them.

3

The next participant will replicate the action, and add their own flourish. The game continues until everyone has had a turn.

4

After one round, you can continue by designating a new leader to start things off. Or you can change things up by adding another challenge altogether.



RIGHT TO PLAY



STRETCH IT



This game is used in youth leadership programs to teach self-awareness, communication and listening skills, acceptance, and empathy.

You can use this game in team-building situations to help people get to know each other better and to foster an atmosphere of empathy and mutual support.

STRETCH IT



Players:
6+



Equipment:
None



Time:
15+ minutes

HOW TO PLAY

1

Appoint a game leader. They'll set three distinct actions to represent each of three zones: Comfort, Stretch, Panic.

- The Comfort Zone is where we feel most comfortable. It represents no stress. A corresponding action could be skipping or cheering.
- The Stretch Zone is where we feel stretched. It represents excitement or challenge. A corresponding action could be a lifted eyebrow, or a thinking posture.
- The Panic Zone is where we feel scared. It represents uncertainty and fear. A corresponding action could be shivering, or hunching shoulders.

2

The game leader will call out a situation, and participants perform the action that corresponds to the zone that best matches how the situation makes them feel.

3

Invite participants to share what about the scenario pushed them into their chosen zone. You can also ask participants to share if they'd like to be in a different zone, and what about the scenario would need to change in order for them to be able to move there.

4

Repeat the exercise with as many scenarios as you like. They can range from humorous to serious as the situation requires. Reflect on the importance of meeting people where they're at.



RIGHT TO PLAY




BALL NAME GAME



This game is used in peace-building programs and teaches the importance and benefits of getting to know the people around you.

Use this game when you need a simple and active icebreaker.



RIGHT TO PLAY

BALL NAME GAME



Players:
6+



Equipment:
A ball



Time:
15+ minutes

HOW TO PLAY

1

Appoint a game leader and ask them to pick up the ball.

2

The game leader will toss the ball to someone in the circle. When that person catches the ball, they should say their name. Then they toss it to another person, who'll say their name, and so on. Keep passing the ball until it comes back to the game leader

3

Repeat the exercise, but now, the person who catches the ball should say someone else's name and toss the ball to them. They then put their hands behind their back. Once someone has their hands behind their back, they can no longer receive the ball.

4

Play until everyone has gotten the ball.



RIGHT TO PLAY



HOPE IS IN THE AIR



This game is used in to raise awareness of gender inequality, and teaches children to treat boys and girls equally.

You can use this game in small group settings as a way to give participants a nonconfrontational way to physically feel the weight of inequality, and understand how talk about the issue with children.



RIGHT TO PLAY

HOPE IS IN THE AIR



Players:
6+



Equipment:
A balloon for each participant
(two colours of balloons)



Time:
15+ minutes

HOW TO PLAY

1

Appoint a game leader. The game leader will ask participants to think of a big hope or dream.

2

The game leader will distribute one colour of balloon (e.g., white) to half of the participants and another colour (e.g., red) to the other half. The balloons represent each player's hope or dream.

3

Players who have a white balloon will play a man. Those who have a red balloon will play a woman.

4

Each player blows up their balloon and ties it. The game leader will explain and demonstrate that:

- The object of the game is to keep the balloon in the air using their hands or any other body part.
- First round: The female group will go first and try to keep their balloon up for 60 seconds. The female group can move freely.
- Second round: The male group will try to keep their balloon up for 60 seconds. The male group will be in a stationary sitting position.
- Third round: Both groups will be asked to keep their balloon up for 60 seconds. Both women and men can play together freely.
- Reflect together on the experience of inequality



RIGHT TO PLAY



SECRET DIRECTOR



This game is used in life skills programs to teach children about the importance of concentration.

You can use it at in-person events and meetings to loosen up the group and encourage concentration.



RIGHT TO PLAY

SECRET DIRECTOR



Players:
4+



Equipment:
None



Time:
10+ minutes

HOW TO PLAY

1

Ask participants to form a circle.

2

One person will volunteer to be the Guesser. Ask the Guesser to close their eyes. Then ask for another volunteer to be the Secret Director. Once the Secret Director is selected, the Guesser can open their eyes.

3

The Secret Director will make a movement, which everyone will copy -- for example, rubbing their eye. The goal of the group is to keep the identity of the Secret Director secret. The Guesser's goal is to guess who the Secret Director is.

4

The Secret Director can change their movement from time to time, taking care not to get caught.

5

When the Guesser correctly guesses the Secret Director, a new Guesser and Secret Director can be appointed.



RIGHT TO PLAY



GUESS BALL



This game is used in disease prevention activities to increase awareness that health risks are not always visible.

Use this game in small group settings as an example of how to teach disease prevention to children.

GUESS BALL



Players:
4+



Equipment:
A small object like a ball



Time:
10+ minutes

HOW TO PLAY

1

Appoint a game leader. Ask the remaining participants to stand in a line in front of the game leader with shoulders touching and hands behind their backs..

2

The ball represents a virus. Participants will pass the ball to each other behind their backs for 10 seconds and attempt to make it difficult for the game leader to guess where the ball is.

3

Once everyone has finished counting to 10, the participants will stop passing the object and the game leader will have two chances to guess who has the ball.

4

If the game leader guesses correctly, they'll switch spots with the person with the ball. If not, the game will restart.

5

Play until everyone has had a chance to be game leader

6

Reflect on the difficulties of tracing transmission of viruses and transmitted diseases, and what we can do to stay vigilant and protect ourselves and each other.



RIGHT TO PLAY



HOPES AND DREAMS



This game is used in a peacebuilding activities to teach children how to develop a plan for accomplishing a goal.

Use this game in small in-person meetings or events as an icebreaker that builds team spirit.



RIGHT TO PLAY

HOPE AND DREAMS



Players:
6+



Equipment:
A ball



Time:
10+ minutes

HOW TO PLAY

1

Ask participants to form a circle.

2

Encourage participants to think of one thing they hope for in the future. Ask everyone to use their magic pen (their finger) to write or draw their hope in the air.

3

Explain the game: The ball is the players' hope. The goal is to work together to keep the ball in the air.

4

Invite players to set a group challenge for themselves for how they keep each player's hope in the air, and to decide what happens if the ball goes out of the circle or touches the ground.

5


Play until everyone has had a chance to be game leader

6


Reflect on how mutual support is necessary to being able to achieve one's dream.



RIGHT TO PLAY




CELEBRATION CIRCLE



This game is used to in education programs to develop respect for the strengths of every member of the group.

Use this game in small virtual or in-person meetings or events as a fun and active icebreaker.



CELEBRATION CIRCLE



Players:
6+



Equipment:
Music (optional)



Time:
5+ minutes

HOW TO PLAY

1

Appoint a game leader and invite participants to form a large circle.

2

Explain that:

- The game leader will call out an "if" statement. (e.g., "If you like to run, come into the circle").
- The participants will enter the circle if that statement reflects who they are or what they like.
- The participants in the centre high-five each other while the other participants cheer for them.

3


Repeat with a few more "if" statements until every gets the hang of it. (e.g.: "Come into the circle if you can climb a tree/...if you like to help others/ ...if you play an instrument/ ...if you play a sport"). Then invite players to take a turn and call out statements that reflect their peers' strengths and skills. Don't forget to high-five and cheer after each round!

4


Reflect on the importance of recognizing and celebrating people's strengths.



RIGHT TO PLAY



UNDER THE NET



This game is used in disease prevention activities to help children understand how to protect themselves from malaria.

Use this game in small in-person meetings or events to demonstrate how to each disease prevention to children.



UNDER THE NET



Players:
10+



Equipment:
None



Time:
10+ minutes

HOW TO PLAY

1

Appoint a game leader and divide the participants into teams of three.

- Team One will be the mosquitoes
- Team Two will be the sleeping children
- Team Three will be the mosquito nets

2

Ask the the mosquito nets to form groups of two and join hands over their heads to form an arch. Ask the children to stand under the arches.

3

Explain and demonstrate that:

- When the game leader says "Change!", the children must run to find a new mosquito net to stand under. Meanwhile, the mosquitoes will try to run and tag the children as they move to a new mosquito net.
- Only one child is allowed under each mosquito net.
- When a mosquito catches a child, they swap roles.

4

The game leader will call out "Change!" every 15-30 seconds. After two or three minutes, swap roles so that every player has a chance to be a child, a mosquito, and a mosquito net.



RIGHT TO PLAY



BULLRING



This game is used in peacebuilding programs to help children develop the ability to strategize and collaborate to address problems.

Use this game in small in-person meetings or events to build collaboration and connection.



BULLRING



Players:
8+



Equipment:

- Cones (to mark start and finish lines)
- Elastic bands, pieces of string
- Cups filled with water



Time:

10+ minutes

HOW TO PLAY

1

Appoint a game leader. Mark a start line at one end of the game area and a finish line at the other end.

2

Divide the participants into groups of two or three and have each team line up behind the start line.

3

The game leader will place a cup filled with water on the ground in front of each team at the start line.

4

The game leader will give each team an elastic band, and each participant a piece of string. Each participant will tie one end of the string to their finger and one end to the elastic band. All participants on the team should be attached to the elastic band in a circle.

5

When the game leader says "Go!" the participants will only use the elastic band and string to pick up the cup of water. Teams must move the cup of water to the other side of the finish line.

6

The game ends when a group crosses the finish line.

7

Reflect on the importance of collaboration



RIGHT TO PLAY