

What is it for?

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On the surface, it's just a game.
Underneath are layers of meaning

Time & People

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15 - 30 minutes
Up to 40 people, ideal

Materials

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None

Source

.....

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And also...

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Description

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A volunteer leaves the room. Everyone else decides on three tasks they have to complete when they come back into the room. The only feedback/information they get is from the audience singing an agreed to song loudly when they are getting closer to the task and more quietly as they are further away from the task. It's an adaptation of the childhood game about getting warmer or colder while searching for a hidden object.

The game is based on the way dolphins are trained to do tricks - by positive reinforcement.

It's a fun party game. Tasks might include:

- Write your name on the whiteboard
- Pour a glass of water and give it to Sally
- Grab a chair and sit under the ceiling fan

The audience has to be very clear on the tasks that have been agreed (otherwise the volunteer might get mixed signals).

The volunteer is told they can quit at any time (but rarely do because of the satisfaction of completing the tasks).

The audience has to agree to a song to sing. They have to sing in unison, raising and lowering their voices as the volunteer gets closer or further away from each task. An alternative to singing is clicking your fingers, but some people find it difficult to click at all, let alone softly or loudly.

To avoid confusion, it is best to take each task in turn.

When the volunteer completes a task the audience erupts in rapturous cheering and applause.

Debrief

What made it easier, or harder, to complete the tasks?

What was more helpful, the loud signing or the quiet singing? Why?

What happens when the volunteer stops trying things?

How did you resist the urge to jump in and help, or to give additional clues?

Why is it important not to 'save' someone in this game?

How did it feel to complete the tasks?