



## Wavelength

**A great game for getting to know people better!**

One person (known as the Mindreader) looks away.

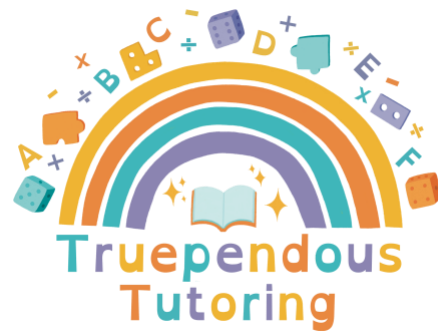
The other person/group agree on a number between one and 10 in secret.

The person who looked away then turns around and asks one thing to each individual person. E.g. piece of furniture? Car? Colour?

The person responds with something they would rate the number they chose at the beginning.

The aim is for the Mindreader to guess the number correctly through what they ask.

E.g. if the number was 7, and the Mindreader asked for a colour, the person responding would choose a colour that's close to their favourite.



## The 'woo-ser' game

This game is a bit like rock, paper, scissors but for a group.

Stand in a circle. Choose three poses as a group – e.g. a stork (standing on one leg with arms up), a rhino (hands together held up by head like a horn) and a monkey (hold a monkey arms pose). Choose someone to be the 'leader'.

The group then do a chant with hands together and bowing heads – say woo-ser, woo-ser, woo-ser three times in unison. As soon as the final 'woo-ser' has been said, everyone strikes one of the three poses. Anyone who does the same pose as the leader is out. Continue until everyone is out.

*You can make up your own chant and your own poses.*



## Ninja

All the players stand facing the centre of the circle. Everyone shouts '3,2,1 Ninja!' and strikes a ninja pose.

Everyone starts with two lives (one life for each arm). To get a player's arm out, you must karate chop (GENTLY) below the elbow.

Play moves around the circle starting with one chosen player. The first player makes a ninja move to try and get another player's arm out of the game. When they make their move, it can only be ONE move. They can't for instance walk to steps forwards and then karate chop. Once they have made their move, they have to freeze in that position until their next go.

Other players are allowed to dodge your karate chop but they have to freeze in that position until their next go.



If a player successfully karate chops another player's arm, they have to hold that arm behind their back. They are out once both arms have been tucked behind their back.