



Energiser

Word juggle

*Introduced to the UFA by Peer Tutor
and Shireenah from UFA Birmingham*

- Individual
- Pairs
- Small group
- Whole group

Uses: To concentrate on establishing a pattern of words so that the game can keep going.

Resources: Space.

Time: 10 minutes.

What to do:

- Stand in a circle.
If you know how to play 'Group juggle' the beginning of this game is based on that, but instead of throwing juggling balls, you are throwing a words around the circle.
- The game starts with everyone raising their right arm.

Part 1:

Establish a pathway by pointing to someone across the circle and saying the name of a drink as you point to them. Each pointer has to say the name of a different drink, whilst pointing to someone across the circle that has not had a turn. The last person points to A and says their drink. In this way a pattern of pointers and pointees is established where each person is pointed to once, and points once when they also say the name of a different drink. Once the pathway is made, repeat it, but more quickly.

For example:

The first person A points to person B across the circle saying a type of drink ie. 'tea'. B then points to another person across the circle C saying a different drink, 'coffee'. C points to D saying 'milk'.

Part 2:

Once everyone knows the pathway it's time to make things a little more challenging. Tell everyone they need to remember the first pathway because they are about to make a second pathway.

This time, everyone raises their left arm. Start with anyone you want but remember that, as far as possible, you will be pointing at a different person. This time you will be juggling with words to do with food. Once you have made the new pathway using your left arms to point to new people, repeat the pathway.

Now things begin to be a little more complicated because the group is going to juggle with their right arm with the drink words pathway and with the left arm juggle with the food words, all at the same time!

Continued overleaf.

Part 3:

Once you can juggle both drink and food words it's time to make the game even more challenging by changing places every time you are pointed at in the drink pathway. You still have to keep the drink and food pathways going.

3. The game ends when time runs out.

Make it different:

- You could focus the words on things related to a topic you are learning.

Points to make:

- Although it seems complicated if you just concentrate on the bits you have to do, the rest will fall into place.

