

# Raccoon circle activities

## Aim/s:

- For everyone to feel part of the team.
- To begin to work together collaboratively and reflect on group work and communication skills.
- To begin to collaborate together in small groups.
- To have fun!

## Resources:

- Raccoon circles – numbers will depend on activities chosen and numbers of young people.
- Raccoon circles activity download from [www.Teamworkandteamplay.com](http://www.Teamworkandteamplay.com).

## Time:

30 minutes.

### What to do:

These are just four of our favourite Raccoon circle activities but there are many more to choose from. You can download an online edition of the Guide for Facilitators, by Dr. Jim Cain which gives you dozens of different activities that you can try out with Raccoon circles. Go to: [www.teamplayandteamwork.com](http://www.teamplayandteamwork.com).

#### 1. Pass the knot

Teams race to pass the knot once round the circle clockwise. When they have done this they raise their raccoon in the air to show they have finished. Once they have found a way to do this efficiently, up the challenge by going once clockwise and once anti-clockwise. Increase the challenge again by creating different patterns of revolutions eg. twice clockwise, once anti-clockwise and twice clockwise!

#### 2. Believe it or not

Groups pass the knot until one person shouts stop. Whoever the knot is closest to is the speaker; they have to tell the group something about themselves, which might be the truth or it might 'knot'. The rest of the group has to decide if the speaker is telling the truth. You can play as many rounds as you want, the speaker can be the one to shout "stop" for the next round. This is a safe activity that allows team members to disclose as much or as little as they want.

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## 3. Pizza Throw

Begin with everybody holding the raccoon. The first challenge sounds very simple; just throw the raccoon up in the air and everyone has to catch it without dropping it, a bit like throwing up pizza dough. Increase the challenge by adding one clap before they catch the raccoon. Increase the challenge further by adding two claps or a pat on the head, or a turn. There are many other variations you may choose.

## 4. Inside Out

Begin with the raccoon circle on the floor and the whole team standing inside the circle. The challenge is for the team to work out how they can get the entire team outside the circle safely, by going underneath the Raccoon circle, without using their hands, arms or shoulders. Teams should plan what they are going to do then try out their plan. It is useful to have quick debrief about how they worked as a team. Teams can show other teams what they did to meet the challenge.

### *Points to make:*

- Without labelling the point, at the end of each activity draw attention to 'how' the group was working. E.g. once the group have completed the 'Pass the knot' activity ask them how it felt to be the first group to finish/last group to finish. What does this mean for the way we work together as a team?