

CORNERSTONE 2016 RESOURCE

Doorbells, *FJC Knowledge Center Resource*

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SUMMARY:	This is a vocal warm-up activity - <i>Submitted by Jon Adam Ross (JAR)</i>
TOPICS:	Camp-wide/Large Group Programs, Communication Skills, Community Building, Group Dynamics
LEARNING OBJECTIVE:	To loosen up the group and get them comfortable feeling silly with each other. It also is great for warming up vocal range.
AUDIENCE:	any
LENGTH:	20-30 Minutes
MATERIALS NEEDED:	none

Session Description:

This game has three rounds.

Round 1:

Have everyone stand in a circle. The facilitator stands in the middle and walks up to random people and 'rings' their doorbells by speaking in a funny voice (gibberish, not words). It can be a high voice, a low voice, the aflac duck, etc. Doesn't matter. Just a funny voice of gibberish. The person addressed needs to answer back in the same voice and they have a conversation. It's always funny. Do this to 3 or 4 people.

Round 2

The facilitator then explains that he/she will ring the doorbell in the entire circle and everyone will answer at once and the facilitator will carry on like 20 conversations in gibberish simultaneously. These are the same mechanics as round 1, except now you're addressing the entire circle when you 'ring' the doorbell.

Round 3:

Anyone can have a shot standing in the middle of the circle and ringing someone's doorbell.