

HOW TO PLAY

G'day Bruce

Set up

You need at least 4 people.

There are 3 ranks

- Bruce
- Sheela
- Wallaby

It can get quite difficult keeping track of who is what rank, if you get someone's rank wrong you go down a rank, and that's pretty much the main rule.

Part 1

Everyone starts off as a Bruce

You start by greeting someone with *"G'day Bruce"*

They reply *"G'day Bruce"*

You then say *"Say g'day to Bruce, Bruce"* And you indicate who is next. Rinse and repeat

Part 2

At some point someone will mess up! So they go down a rank to Sheela, and the lines you have to say change also!

So when you are talking to the person that is the Sheela you say:

"G'day Sheela"

"G'day Bruce"

"Say g'day to Bruce, Sheela"

"G'day Bruce"

Part 3

So someone who is a Sheela messes up again, they go down a rank to Wallaby, in which their only reply is woof.

"G'day Wallaby"

"G'day Bruce"

"Say g'day to Bruce, Wallaby"

"G'day Bruce"

Cheer Rock, Paper, Scissors

Cheer Rock, Paper, Scissors is a big game of Rock, Paper, Scissors (Rock beats Scissors, Scissors beats Paper, Paper beats Rock).

Participants will pair up. Each pair will play a round of Rock, Paper Scissors. The person who wins will continue to play while the person who loses will become the winners 'cheerleader'.

They will find another pair who has just played. The winners will then play each other and the cheerleaders will yell, scream and cheer for their 'player'. Then that winner will move on while the 3 others are their cheerleader.

As the games continue, winners will have more and more cheerleaders. The game will continue until there are only 2 players left and all other participants are cheering. That last round will determine the winner!

(This game can get very loud!)

Flip the Bedsheet

With all members standing on a sheet of plastic, the group has to slowly flip the sheet to the other side without anyone stepping off it. This activity is great for small groups, and helps to promote cooperation, trust and communication.

Resources: One sheet of plastic. It should be large enough to comfortably allow 8 – 10 persons to stand on it, but not too large that the activity becomes too easy.

Group Size: 8 to 10. If the group is larger, split them into smaller sub-groups.

Running the Activity

- Explain the activity: The aim of the activity is for the group to flip the plastic sheet to the other side while standing on it, and without any team member stepping off it.
- Get every member of the group to step on the sheet. Once they are ready, they can begin. If you have imposed a time limit, start the timer.
- The activity begins with one person flipping a corner of the sheet to the other side. One by one, each team member steps onto the newly-flipped side of the sheet.
- The activity ends when the sheet is completely flipped over and everyone is standing on the 'new' side.
- If the team is unable to complete the task without breaking the rules, you can allow them to strategize and then restart the activity again.

Hopscotch Rock, Paper, Scissors

In order to start, the facilitator will have to tape a path on the ground. I recommend at least 20 spaces.

This is a combination of hopscotch and rock, paper, scissors, where two teams hop through a taped maze where hopping is the only motion allowed.

Once the members meet in the middle, they face off. The winner gets to continue, and the loser goes back to the end of the line while their side has to start over from the beginning and try to stop the other team from reaching the end.

When a team makes it to the end, they receive a point.