

## Destination Imagination

Meeting 2: December 4, 2007

1. Everyone introduces themselves. Nametags.
2. Team Building Game 1: Top 10 List. Break into two groups, decided by Paul. One group goes with Maureen and another with Paul. Each group comes up with a “top 10 list” for the following questions: “Top 10 reasons why you would want to go to Pompo...” Come back. Discuss the lists. See how many are the same/different. Now keep the same teams and have each team come up with a category for the other team. Come up with your lists. Give to Paul, but don’t discuss. Now swap the categories. Come back and discuss.
3. Acting Game 1: Mirrors. Everyone chooses a partner. Each pair needs to decide who is player A, and who is player B. Stand facing each other, about 2 feet apart and make eye contact. Begin with player A as the mover and player B as the mirror. Player A should make slow movements with his arms, legs, face, etc. While keeping constant eye contact, player B acts like his reflection in a mirror; but player B cannot look at the body part that is moving—just eye contact. After a few minutes: yell “switch” and the roles are reversed. Do this for each time while the others watch.
4. Acting Game 2: Words. Everyone sits in a circle. Someone says a word, go around the circle, saying the first word that pops into your head. Try that for a while. Now, mix it up: Have them tell a story, one word at a time.
5. Team Building Game 2: Baggo with Blindfolds. Set up baggo in the family room, break into two teams. Each team decides who is to be blindfolded. Set up a perimeter around Baggo with string where nobody can cross. The teammates help the player with the blindfold get the bag in. Each Baggo gets one point for your team. The rules are simple, there are only two: no touching and no crossing the line. Switch teams. Keep score. Swap blindfolds with another teammate. Go as many rounds as we have time for.