

Game: Picking Up Seed



Purpose: a fun game to have young people consider communication within a farming perspective

You will need a load of individually wrapped sweets, like Starburst.

You run the game by spreading out all the sweets around the large room in advance, you can throw it out like seeds. Split your group into groups of around 3+ players. Within each team they choose one person to be the 'farmer' and the rest are animals, they choose one animal to be. The animals need to choose a noise and motion so encourage them to choose an animal with an obvious noise! You can practice this with the teams before you begin.

The aim of the game is for each team to pick up as many sweets as possible, with the team with the most is the winner. However only the farmer can pick up the sweets. Farmers can only pick up a sweet that one of their animals is standing beside, while making their animal noise and motion. Animals don't need to stand together, encourage them to spread out but ensure they are making their noise and pointing to the sweet so that the farmer can collect it. If two animals, from different teams, are pointing at the same sweet, it is up to the farmers to get it!