

Count Up

Impact:	Encourages laughter and creative problem-solving as people learn to communicate in non-traditional ways
Risk:	Low
Group Size:	Unlimited, but divide into groups of about 10
Time Required:	10 to 20 minutes
Materials:	None

Directions:

- Divide into groups of about 10. Each group counts off without planning who is going to say which number. If two (or more) people say the same number at the same time, the group must start again at “one.”

Hints:

- Don't let group members discuss the problem before beginning their count.
- Pre-established signals are not allowed.

Discussion:

- What, if anything, allowed your group to get higher counts?
- Are there similarities between this game and other kinds of group efforts? If so, what are some examples?
- How did you feel when everyone in your group was counting well? How did you feel when the group was not working well? Provide specific words to describe your feelings.
- Winning this game is not all just chance. Teams who spend time together and play a number of times improve. Why do you think this is?
- How does a game like this help a group develop teamwork?