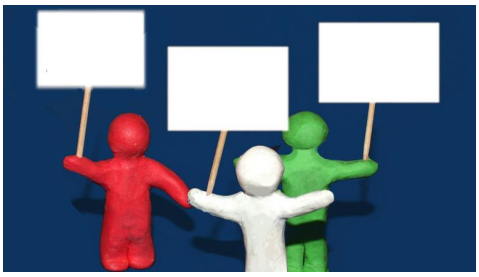


SUBMITTED BY
Ramba

ON
2012.02.13

★ ★ ★ ★ ★
Keine Stimmen

Communication disturbance



A game in which you can experience experiential communication disorder.

Game data

- **Age**: 7+ years
- **Number**: 6 +
- **Area**: outside (meadow/field) or inside
- **Line**: 1
- **Duration**: 5 min +

Material

No material is necessary!

Procedure

1. The group divides into three groups ("receivers," "transmitters," and "disruptors").
2. The **"Sender Group"** and the **"Receiver Group"** line up within shouting distance of each other.
3. The **"Interference Group"**takes up position in the middle and tries to drown out the message by loud shouting, stomping, banging so that the receivers do not understand the senders. The senders try to convey their message (one word) with facial expressions, gestures and loud shouting.
4. Once the **"receiver group"** thinks it has understood the message everyone holds up their hands and the game, if the solution is correct, is over. By switching groups, of course, the game can be repeated.

Image credits

- Cover photo: Stephanie Hofschlaeger / pixelio.de

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Number of participants
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