

This meeting will finish off the **Build Skills in Communication** section under **You and Others**.

## Gathering Activity:

Give each patrol 3-5 emotions to show without using words. These will be shared at horseshoe.



## Opening

After Horseshoe is finished you can have each patrol show their emotions and everyone else can guess what they are. Have a quick chat about how we communicate in different ways...verbal and non verbal.

## Envelope Communication

Prepare an envelope for every girl with all the shapes on the communication game page below. Have the girls sit in pairs back to back. Then give each girl an envelope. One girl out of the pair will open up her envelope and proceed to make a picture using the shapes.

Then she will begin to use her words to tell her partner how to make the same thing using the shapes in her envelope. Once she is done and the picture is made they will look at each other and see if they communicated well enough to get the same picture. It is harder than it sounds and clearly points out how what we think we are saying isn't what is always understood.

## Telephone Charades

Telephone Charades is a game that combines charades and telephone game. To prepare for the game, write a list of humorous actions to be acted out. Some examples are:

- a pantomime
- a nerd's first date
- a cat bathing itself
- going skydiving
- fishing and catching a huge fish



### **Instructions for How to Play**

Choose five or six people per team and ask them to line up in a row, facing the left side of the room. Ask the first person to turn around to see the first clue to be acted out.

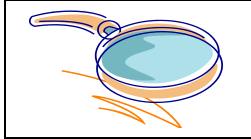
The first person turns around and taps the next person in line on the shoulder. He or she then acts out the clue using classic charades rules (no talking or noises permitted). The second person then taps the third person and acts out his or her understanding of what was acted out. This process continues until it reaches the last person in line, who must guess what the action is.

This game is funny because the acting tends to warp and get distorted based upon each person's interpretation of what is going on.

**Sell My Product**

Put the girls into small working groups of 3-5 girls per group. Then give each group a simple household object. Then give each group some paper and markers to make a poster. The group then has 15 minutes to make a poster that would sell this simple household item...spatula, towel, coffee cup or pillow for example.

This will give the girls an opportunity to choose words, pictures and ideas to explain an everyday object. It is a great lesson in communication and team work. After everyone is done you can share the ideas with the group.

**Who is the Leader?**

Have all the girls form a circle and have one person step outside the room, this person is the detective and will try to figure out who the leader is. Then pick someone in the circle to be the leader. This person will then start to clap their hands, or scratch their ear...any small movement. Then the rest of the group will follow. The detective will then come in the room and try to figure out who the leader is. In the meantime the leader will keep changing the action and the group will keep following. The detective should be given three guesses.

**Code Cipher Wheel**

Make a Cipher wheel and communicate with a code. Here is a link to an easy page that has a pdf you can download and use. All you need is some cardstock and fasteners.

<http://www.kidsmakestuff.com/articles/show/18hm>

**Song:****Fried Ham**

*(source: "Campfire Activities", Girl Guides of Canada, 1993.)*

Fried ham, fried ham, cheese and baloney,  
After macaroni, you add mustard, pickles and ketchup,  
Then you add some more fried ham, fried ham, fried ham.  
Next verse, same as the first, \_\_\_\_\_, whole lot worse.

*At the blank, add the "change" you'd like to do in the next verse, e.g. "underwater", "a whole lot louder", "with a French accent", etc.*

**Closing:**

Envelope Communication Game Shapes

