

The Whisper Game



Planning

Age group: 8-12

Instructions

1. Before the meeting, prepare several messages to use in this game.
Examples:
 - The green giant likes to grow tomatoes in his garden.
 - The blue cat lives in a big red hat down the lane.
 - Fish in the ocean like to play hide-and-seek in the remains of the *Titanic* on the ocean floor.
 - Sarah is painting the outside of the house yellow while Tyler is painting the living room blue.
2. Have participants stand or sit in a circle or straight line.
3. Choose a message and whisper it into the first person's ear. Make sure no one else can hear you or see what you are saying.
4. Have each participant quietly repeat the message to the next person in the circle or line.
5. Have the last person say the message aloud, then determine if the message changed from the original.
6. Repeat the process with another message. Start the game again with someone new.

Variations

Another version of the game is to put 4 words on different index cards. Whisper the 4 words to the first person without showing him/her the cards. That person quietly repeats the words to the next person. The process continues for each person in the line or circle. The last person must say 4 words and put the index cards in the correct order.

Debrief

What happened?

-Did any message change from the original? If so, how did it change? What was hard about the way we were communicating the messages?

So What?

-If any messages changed while being sent through the line, what do you think caused it to change?

Now What?

- When someone cannot understand what you are saying, what can you do to help them?

What else can you do?

-What did you learn about communicating that could apply to other times when you are communicating, such as in your 4-H club?

