TASK CARDS

You notice that there is a problem with the maintenance of the toilets in your school. You have requested a meeting with the head teacher to fix the problem.

Action: 1 player or the facilitator acts as head teacher. Teams have 1 minute to strategize on how to conduct a meeting with the head teacher to get the problem fixed. The head teacher selects which team successfully convinced them to fix the problem.

'Pass the song'

The basis of this game is for teams to think on-the-spot about songs to sing together.

Action: 1 team goes first. Once the team has finished singing a few lines of a song, they 'pass' it to the other team, who must begin singing a different song. This continues until 1 team fails to think of a song to sing together. Teams have no more than 10 seconds to agree on a song.

'Word-link'

Action: Players stand in a circle with players from different teams alternating. 1 player begins by saying a word related to integrity or corruption. Players must think on the spot of words linked to the word that the person to their left said. Any hesitation or repetition means that person is out. The team of the last person standing wins the game.

'Mapping groups in the community'

Action: Each team has 1 minute to list all the different groups of people in their community (boys, girls, unemployed, the elderly, etc). The team with the longest list is the winner.

'Complete the word'

Action: 1 player or the facilitator thinks of a word relating to corruption and integrity, which they write on a board, using '_ _ _' to replace each letter. Players work in teams to suggest letters that could make up the chosen word. Every time a correct letter is suggested, the team earns a point. Every time an incorrect letter is suggested, the team loses a point. When the word is completed, the team with the most points wins.

'BUZZ'

Action: All players stand in a circle. Starting from a player, each player counts in order.

However, the players should say 'BUZZ' instead of:
- 3
- any multiple of 3
- numbers containing a 3

For example, 'one, two, BUZZ, four, five, BUZZ'

Whoever fails to say BUZZ at the right time is out of the game. Continue to play for 3 minutes or until only one person is left.

'Letter-Hunt'

Action: The facilitator selects a letter. Each team has 1 minute to find and bring back as many objects as possible beginning with the chosen letter. The team with the most objects, wins.

'Counting in the dark'

Action: Each team stands in a circle. Players close their eyes and begin to count aloud one by one. The facilitator supervises.

Whenever two people shout out any two numbers at the same time, the team has to start over. The first team to count to 10 wins.

'Add to it'

Action: Players sit or stand in a circle. The first player makes an action (i.e clapping) and repeats it. The next person repeats the action once and adds an additional action. The third person does the first two actions and adds another extra action.

When someone forgets an action, they leave the game and the next person starts off a new sequence. The team of the last person standing wins the game.

'Sustainable Development Goals'

Action: Teams have 3 minutes to think of as many goals they know are, or think should be, a Sustainable Development Goal.

The team with the highest number of appropriate goals wins.

INTEGRITY
ACTION

TASK
CARD

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