

NAME of activity	« tick »
duration	15-20 mn
audience	From 6 years old Maximum 30 persons
Pedagogical goal	Memory - concentration
Description	<p>In a circle, a player drives the game. He sends some signals to his neighbours who will transmit it to their neighbours... The signals must be simple gestures, sounds, expressions... (pinch the neighbour's nose, touch his shoulder, say « hello mister »...). We can go until 10 signals that cross the circle simultaneously. We observe how many stay or disappear during the game.</p> <p>« contact » : circle. The first player look for an eyes contact in the group. As soon as he gets it, he crosses the circle and joins his eyes partner. While he is crossing the circle, the 2nd player must find an eyes contact in the circle, so he can move before the 1st player takes his place. We can't cross the circle without an eyes contact first. The group must help, and look at the player looking for a contact.</p> <p>The crossing can be done in original ways (dance, animal walks, monsters...). We reproduce the way of walking of the person that comes to us, and transform it in our way, before arriving to someone else's.</p> <p>« neighbour's name » : same rules + as soon as I get an eyes contact, before crossing the circle, I must say the name of the person I see.</p> <p>More difficult : I say the name of my right neighbour.</p> <p>More difficult : I say the name of my right neighbour and give my right hand to my left neighbour.</p>
Material	none.
Space	Small room
Comments	Help to be connected to the group
Restitution	Preparation work