

Psychology

Principle 3: Always Finish What You Start

Principle 5: Be Tough, But Fair

Principle 6: When You Make A Promise Keep It

Group Size: Materials:

8+ participants

*Chairs in a circle

Objective:

Participants will play a game to represent that we should finish what we start even if it is difficult or things change.

Activity:

1. The point of this game is to get the volunteers to simply figure out what is going on.
2. Take one or two volunteers out of ear shot of the game (depending on the size of the group).
3. Have the remainder of the group get their chairs and get into a large circle.
4. Without the volunteers present, instruct the group on how the game works. Simply put, they are now the person to their left. They will be asked questions by the people in the middle and they must answer as they think the person to their left would (i.e. If they are asked what color shirt they are wearing, they would answer the color of the person's shirt to their left.)
5. However, if they are asked a question and they answer incorrectly, the person to their left must say, "Psychology." At this point, everyone around the circle must get up and move to a different seat, sitting by new people (i.e. Someone is asked what color their shoe is. They answer 'black' but the person to their left's shoe is actually brown. This is where the person to the left of the individual asking must say "Psychology" and the group moves).
6. Each person begins answering questions for whoever is now sitting on their left.
7. Before you bring the volunteers in to start the game, give them this information. "The game is called Psychology. It is your job, by asking questions of those in the circle, to figure out why they are answering the way they are. It is best to ask questions that are obvious, like the color of clothing they are wearing, if they are wearing a certain type of shoes, and so on. You must also figure out why they are saying "Psychology."
8. The game ends when the volunteer(s) figure out the group is answering for the person to their left AND they say Psychology when someone answers incorrectly.
9. Give vague hints or suggestions after a few minutes in, but don't give it away! (Hints: Keep asking obvious questions; Pay attention to how people are answering; Ask everyone the same question; etc.)

Discussion:

- Volunteers: How did it feel to not know?
- Did you ever want to give up?
- Was it more difficult than you thought it would be?

Life Application & Purpose :

- Do things in life sometimes become more difficult than you bargained for?
- Why is it important to finish in this game? In life?
- What Principle do you feel you displayed in this activity?
- Any others? Why that one?
- What does that Principle look like in your life?
- Tell me about a time when ...

In discussion, bring the participants around to the idea that sometimes in life, things become different and possibly more difficult than we originally thought, and although circumstances have changed, we still need to "Finish What We Start" (this is also a great tie-in to "When You Make A Promise, Keep It.")

Notes: This game can take a while, so you may want to set a time limit. This game only works on people who have not played it before. It is a fun activity to do when you have new members join your group. They will be the volunteers asking questions and the rest of the group will really enjoy stumping the new participant.