

**Gabrielle Martin**

**ACTIVITY WRITE-UP #2**

**Name of Activity: The Great Winds Blow**

Type of modality	Social Skills
Type of play	Shared Cooperative
Interaction pattern	Intra-group
# of participants required	10-20
Equipment/supplies	Chairs
Facilities required/environment	<ul style="list-style-type: none"><li>• Large open area</li><li>• Indoors or outdoors</li><li>• Environment with minimal noise so that participants can hear the person in the center</li></ul>
Precautions	<ul style="list-style-type: none"><li>• Make sure the area is big enough and clear of obstacles so the group members can easily move to another seat without falling or bumping into one another.</li></ul>

**Directions**

1. Arrange the chairs into a big circle and make sure there is one less chair than there are participants
2. Ask for a volunteer who would like to go first to stand in the middle of the circle to start the game.
3. Have the person in the center introduce him/herself
4. The person in the center will then think of something about him/herself that they would like to share with the group. (favorite color, a place they visited, their hobbies, etc.)
5. Once the person in the center thinks of something about him/herself that person will say, "May the great winds blow if..." and then they will say what they thought of. For example, "May the great winds blow if your favorite color is purple."
6. Once the person in the center says that, then whoever that also applies to in the group will stand up and have to find a new seat across the room, it cannot be the seat that is right next to the person. For example, if anyones favorite color is also purple in the group they must get up and find a new seat across the room.
7. Once all the seats are taken there will be one person left in the center since there is one less chair than there are participants.
8. The new person left in the center will then introduce him/herself and think of another topic and start the game again.
9. Keep playing the game until everyone has been in the center and shared something about him/herself.

**Activity Analysis**

Category	Skills
Primary body position	Sitting and Standing

Part of the body required	No specific body part required to play
Movement	Moving around obstacles (other people), standing, sitting, sit →stand, stand→sit, walking short distances
Physical	Balance: static sitting and static standing, gross motor coordination, speed: to get to another seat quickly, visual-motor coordination: seeing an open seat and walking to it
Cognitive	Arousal/alertness, focused attention, sharing attention, categorization: does the topic apply to the person or not, concept formation, decision making: simple (deciding what fact to share about him/herself), insight, memory: short term, orientation: person, place, and topographical
Social	Conversation: starting, heterogeneity, homogeneity, interpersonal interactions, maintaining social space, physical contact (in the event that people bump into each other while finding a new seat), relating with equals, regulating behavior, self-expression, social conduct, showing respect and warmth
Perception	Auditory and visual function
Communication/language	Reception to spoken language, expression of spoken language
Self-care	N/A
Psychological/emotional (possible)	Joy when the person likes the game and is having fun, anger or frustration when the player does not get a seat, fear when the player is scared of talking in front of a group and/or sharing something about him/herself

#### **How to Simplify the Activity**

- Instead of having the participants get up and move to another seat just simply have them raise their hands if the topic also applies to them and then have another volunteer to go into the center

#### **How to Make the Activity More Complex**

- Have two people in the center at a time and have them find something in common with each other before they share with the group. Make sure you have two less chairs than number of participants so that two people always end up in the center.
- Have participants remember at least one or two things about a person/s and have them share what they remember at the end of the game.

#### **Other Comments**

- Tell the participants not to run to another seat, but speed walk. This will prevent injuries from people running into each other.
- If you have a larger group (30+) split the group up into two smaller groups to prevent clutter and people bumping into each other in the center when they get up to move to another seat.