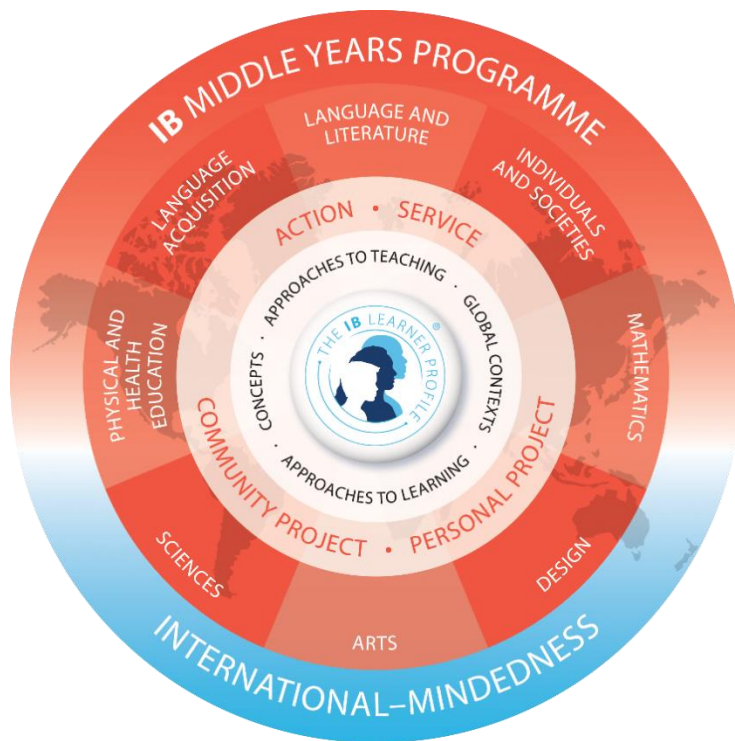




MD Manual

September 2023



Name:

.....


Partner:

.....

Group:

.....

Table of Contents

Time	Session	Games & Activities
7:30-8:00	1. Gathering	1.1 Topics, 1.2 Would You Rather, 1.3 Fast Name Circle, 1.4 Name Wave, 1.5 Action Names, 1.6 Rhythmically Speaking, 1.7 Speed Conversation
8:00-9:00	2. Breakfast & Opening	2.1 Walrus, 2.2 Butterfly or Bumble Bee, 2.3 Three Best, 2.4 That's It, 2.5 Hit or Miss
9:00-10:00	3. MD Session #1	3.1 Snowball Fight, 3.2 Group Juggling, 3.3 Catch, Throw, Sit, 3.4 Whack, 3.5 Revenge, 3.6 Line Up, 3.7 Where do you stand?, 3.8 Screaming Toes, 3.9 Go!
12:00-1:00	4. Lunch	4.1 Hit List, 4.2 Opposites, 4.3 Speedy Words
1:00-2:00	5. MD Session #2 Thinking Skills Evaluation, Meta-cognition, Comprehension, Application, Analysis, Synthesis, Acquisition of knowledge, Dialectical thought Self-Management Gross motor skills, fine motor skills, informed choices, spatial awareness, time management, organization, safety, healthy lifestyle, codes of behaviour Social Skills Respecting Others, Co-operating, Group Decision making, Adopting a variety of group roles, resolving conflict, listening to others Research Skills Formulating questions, observing, planning, collecting data, recording data, organizing data, interpreting data, presenting research findings Communication Skills Listening, Speaking, Reading, Writing, Viewing, Presenting, Non-verbal communication	5.1 Script 5.2 ATL Fruit Salad, 5.3 Do You Like Your Neighbours?, 5.4 Circle of Doom, 5.5 Bat and Moth, 5.6 Question Game, 5.7 Find the Leader, 5.8 Pass the Beanbag, 5.9 Pterodactyl, 5.10 Movement Telephone 
Whenever	6. Milling and Filling	Clapping Games Boom Snap Clap, Sevens, 1, 2, 3 Break it down 6.1 Cross-Uncrossed, 6.2 Bang, Bang, 6.3 My mother Got Married, 6.4 Tillie Williams, 6.5 Umbrella, 6.6 Cities, 6.7 Johnny Whoops 6.8 Rhyme Out

1. Gathering (7:30-8:00)

Group Management Notes	<ul style="list-style-type: none"> • Take a picture before you move anything in the room – note the location of the desks, teacher’s desk, garbage, recycling and other aspects of the room. You will be responsible for returning the room to its original condition at the end of the day. • At least one delegate will arrive before 7:30, enlist them to help you set up the room. Use SMALL TALK TOPICS below to chat with them. • Move aside the desks, make a circle of chairs. Lay out the nametags. • Assign one MD to watch the door and greet people. Greet them with: “Hi, my name is _____, what’s your name?” They should bring the student into the room, give them a nametag and lead them over to the other MDs. Say, “This is _____. They will get you started in a game” • The second MD plays WOULD YOU RATHER until you get about 1/3 of the grade nines. Then the second MD should switch to the name games • By the end of this session, all MDs should know all of the names of the grade 9s.
-------------------------------	---

1.1 General Small Talk Topics

When you are bringing up topics, have a story ready. Make some quick notes now.

1. Middle school	
2. Favourite teacher	
3. Favourite class	
4. Favourite club/school extra curricular	
5. Favourite Movie, YouTube Channel, TV Show, Twitch channel	
6. Favourite Sport	
7. Favourite Video game, App, Social Media	

1.2 Would You Rather

- Play with a small subset of your group. The purpose of the game is start talking.
- The leader (or a player after a few games) poses two made-up scenarios – both problematic – to the other players.
- Each player must then choose which situation they would rather, and most importantly, explains WHY.
- Based on the group, you might comment on the player’s answer. Others should weigh in with their answer.
- When you are ready, move on to a new question.

Some “Would You Rather” questions to get you started:

1. Would you rather have your house be too dark in the daytime or too light when you’re trying to sleep?
2. Would you rather always have to yell “TA-DAH! I’M HERE!” when you enter a room, or always have to whisper?
3. Would you rather discover hidden treasure or a living dinosaur?
4. Would you rather your only mode of transportation be a donkey or a giraffe?
5. Would you rather only be able to use a fork (no spoon) or a spoon (no fork)?
6. Would you rather have edible spaghetti hair that regrows every night or sweat (not sweet) maple syrup?
7. Would you rather have to read aloud every word you read or sing everything you say out loud?
8. Would you rather wear a wedding dress/tuxedo every single day or wear a bathing suit every single day?
9. Would you rather there be a perpetual water balloon war going on in your city/town or perpetual food fight?

10. Would you rather become twice as strong with fingers stuck in your ears or crawl twice as fast as you can run?
11. Would you rather eat a sandwich made from 4 ingredients in your fridge chosen at random or eat a sandwich made by a group of your friends from 4 ingredients in your fridge?
12. Would you rather live without the internet or without AC and heating?
13. Would you rather be able to teleport anywhere or be able to read minds?
14. Would you rather be unable to use search engines or unable to use social media?
15. Would you rather fold laundry or do the dishes?
16. Would you rather sail around the world or fly to the moon?
17. Would you rather always carry a very heavy backpack or always forget something?

1.3 Fast Name Circle

- Everyone sits in a circle. Go around the circle and everyone says their name.
- Time the process of everyone saying their name in a circle. See how fast you can go.
- To add competition, split your group into two or more and make it a race.
- Alternatively, each time around the circle say your name faster AND LOUDER.

1.4 Name Wave

- The First person says: "Hi my name is Avneet!" and waves.
- Then, going around the circle each person stands, and waves, and says "Hi Avneet!"
- Then, the second person goes and so on until everyone has had a chance to say hello.

1.5 Action Names

- Sit everyone in a circle.
- Start the story by saying, "My name is **A**manda and I **add**." (or whatever your name is with an action that has the same letter as one that starts with your name).
- The person next to you says yours, does your action, and adds their own. "I'm **G**retal and I **gasp**"
- Once it goes all around the circle, both MDs should demonstrate everyone's names and action.

1.6 Rhythmically Speaking

- Create a beat on your knees. (Tap tap rest rest) On the tap hit your knees, on the rest put your hands upside down on your knees.
- Call out a category (name, favourite food, favourite sport, favourite class, colour), then go around the circle.

1.7 Speed Conversation

- Everyone should Pair up.
- The leader reads a topic, and the pair get a half minute to discuss it.
- Repeat... find a new partner and discuss a new topic.

Speed Conversation Topics:

- | | |
|---|---|
| • What courses are you taking this semester? | • What is your favourite superhero? |
| • What was your middle school? | • Which do you prefer: Math or Science? |
| • What is your favourite computer game? | • What is your favourite sport? |
| • What did you eat for breakfast? | • What is your favourite food? |
| • What is your favourite colour? Why? | • Where would you like to visit? |
| • What is your favourite kid's show? | • What is your favourite social media? |
| • How long did it take you to get here today? | |

2. Breakfast & Opening (8:00 – 9:00)

Group Management Notes	<ul style="list-style-type: none"> • Be on time – Start to prepare to go down at 7:55 • Count before you go and after you arrive. • When in transit, put one MD at the front and one MD at the back • In the cafeteria, be careful to sit with your group. Don't sit with the other MDs. • Focus on your group, talk to them constantly. • After people are finished eating, fill the time with a conversation game or two. • During Opening Ceremonies, cheer like crazy and be overly excited. You need to compensate for the grade 9s who will be very quiet.
------------------------	---

2.1 Existential Rock Paper Scissors (aka Walrus)

- Grab a small subset of your group at your breakfast table. Two people are the challengers, everyone else is the judge.
- One of the judges names a category. The two challengers each choose an item in that category and have to argue why it would win in a battle against the other.
- For example, if the category is “kitchen implements”, the players might choose mandoline and cast-iron-pan. Then, both players argue their side. One player might insist that a mandoline “beats” a cast-iron pan because it is slimmer, more vicious, and will certainly slice the fingers of anyone trying to wash it in the sink. After both players are finished, the audience judges.
- A winner is declared and two new challengers are selected.

Some “Walrus” Categories to Get You Started

- | | | |
|-------------------------------|-------------------------------------|------------------------------------|
| 1. Things used in the garden | 8. Things used by a rock band | 15. Things Canada is known for |
| 2. Board games | 9. Popular vacation destinations | 16. Things that live underground |
| 3. Animals that live in trees | 10. Male names beginning with “s” | 17. Things found in the freezer |
| 4. Things made with chocolate | 11. Things you find in at the beach | 18. Things that go round and round |
| 5. Places that are very dark | 12. Things found in an aquarium | 19. Popular children’s books |
| 6. Things found in the desert | 13. Toronto attractions | 20. Types of pasta |
| 7. Types of weather | 14. Office supplies | 21. Bagel varieties |

2.2 Butterfly or Bumblebee?

- One player (say, you) poses a question which is a choice like: “Butterfly or bumblebee?”
- Other players answer with what they feel they are, justifying their response. For example, someone might say they are a bumblebee because they sting and aren’t fatal, and because they are cute and useful.
- The person who poses the question answers last.
- Then, another person poses a question and the game continues.

Some Butterfly or Bumblebee Questions to Get you Started

- | | | |
|-------------------------|------------------------|--|
| 1. Guitar or piano? | 6. Surf or Skateboard? | 11. Fly a kite or swing on a swing? |
| 2. Dolphin or cheetah? | 7. Fork or Spoon? | 12. Gingerale or Orange Crush? |
| 3. Broccoli or spinach? | 8. Cat or Dog? | 13. Corn on the cob or corn off the cob? |
| 4. Beach or forest? | 9. Train or Boat? | 14. Toronto Zoo or Ripley’s Aquarium? |
| 5. Toaster or blender? | 10. Burrito or Taco? | 15. Royalty or Prime Minister? |

2.3 Three Best (or Absolute Best)

- One player names a category, and the others must list their three best experiences with that category and, of course, explain why their experiences were so wonderful.
- For example, if the category is sandwiches, a player might answer wonder bread and peanut butter by the pool because their mom made it, prosciutto crudo on a baguette because they ate it on their first date, and a muffuletta because it's a sandwich that is the soul of New Orleans.
- Variation: "Absolute Best" – instead of naming three, players name their top experience.
- In three best, the heart of the game is to reveal your past and memories to your fellow players. This is a get to know you / conversation game.

Some "Three Best" Categories to Get You Started

- | | | |
|----------------------------|------------------------------------|-------------------------------------|
| 1. Three Best Technologies | 6. Three Best Baked Goods | 11. Three Best Zoo experiences |
| 2. Three Best Candies | 7. Three Best City Parks | 12. Three Best Things You Microwave |
| 3. Three Best Books | 8. Three Best Road Trips | 13. Three Best Amusement Park rides |
| 4. Three Best Stores | 9. Three Best Board Games | 14. Three Best Winter-time memories |
| 5. Three Best Subjects | 10. Three Best Tourist Attractions | 15. Three Best Things with doors |

2.4 That's it

- Read out the clue.
- Delegates guess what the answer is. Whoever gets it, say "That's it!"
- Then, move to the next clue.
- You can give out Bingo chips to keep score. At the end see who has the most Bingo chips. (Collect the chips back at the end)

Something with springs	CAR
Found at a wedding	CAKE
Something that gets mixed	CEMENT
Something that is waved	FLAG
A board game	CONNECT 4
Olympic Sport	LONG JUMP
Something that Rattles	SNAKE
Popular house colour	GREY
Type of muffin	BRAN
Something checkered	FLAG
A hotdog topping	CHEESE
A flavour of jelly	RASPBERRY
Falls from the sky	HAIL
Something you steam	RICE
Part of a BICYCLE	SPOKE
Found in a museum	STATUE
Really smart animal	DOLPHIN
Breakfast food	WAFFLES
Type of pasta	PENNE

Country starting with F	FINLAND
A muppet	GONZO
Famous cartoon bear	YOGI
Type of salad	CAESAR
Associated with bees	HIVE
Animal with spots	LEOPARD
Type of cooking oil	CANOLA
Florida is famous for it	ORANGES
A province	ALBERTA
Dinosaur	STEGOSAURUS
Dairy product	BUTTER
Found in a mine	DIAMOND
Type of bean	KIDNEY
Often put on a snowman	STICKS
High school subject	HISTORY
An island country	NEW ZEALAND
Dangerous pet	SNAKE
Type of tape	DUCT
A planet	NEPTUNE

2.5 Hit or Miss (Requires pen and paper)

- Form pairs. Give out paper & pens.
- Read out a category. For 30 seconds, by themselves, players write down as many words as they can for the category.
 - Then, compare lists. The pair with the most matches wins.

Categories:

Items in a Science Lab
Musical Instruments
Classic board games
Things Found on a Map
Items in a Backpack

Zoo Animals
Seen on a farm
Bagel varieties
Sea creatures
New York _____

Items used to clean
Types of birds
Things in an airport
Apple _____
Winter sports

3. MD Session 1 (9:00-10:00)

Group Management Notes	<ul style="list-style-type: none"> • When you leave opening ceremonies, put one MD at the head and one at the tail of the group. Count delegates when you leave and arrive back at your room. • You will likely need to manage washroom breaks during this session, be aware who is in the bathroom. A teacher trick is to only allow one person at a time. Alternatively, you can take the entire group at once. • Do NOT start with the super-active games. Instead, warm-up to them. • By the end of this session, your group should be laughing and having fun. • At about 9:55, gather up the group and head to the next session.
-------------------------------	---

3.1 Snowball Fight (Requires blank paper and writing utensils)

- Write on a piece of paper three interesting things about yourselves.
- Crumple up the paper into a 'snowball' and have a one-minute snowball fight.
- At the end of the minute, everyone grabs the closest snowball and has to try to find the writer.
- They then introduce that person to the rest of the group, sharing the three facts.

3.2 Group Juggling (Many Beanbags)

- Stand in a circle.
- Everyone hold their hands in front of them. Caution everyone that they need to remember who tossed them the beanbag and who they received it from.
- Start the sequence by throwing the beanbag to someone and saying their name. After you have received a bean bag, put your hands behind your back so you aren't selected again.
- When everyone has caught the beanbag, repeat the process. Remember to say everyone's name.
- Repeat, but faster.
- Repeat, but introduce several bean bags.

3.3 Catch, Throw, Sit (2 Bean bags)

- Make two groups. They should both stand in their own circle.
- Choose a leader for each group. The leader stands in the middle.
- The leader throws the beanbag to each player, who throws it back and then sits down.
- This repeats around the circle.
- Repeat, but race the two groups against each other.
- Keep score and switch out the leader in every circuit.



3.4 Whack (Requires a pool noodle)

- Everyone sits in a circle. One person starts in the middle of the circle.
- The person in the middle is given a pool noodle.
- A name is called to start the game, usually by the leader, and they become the target.
- The person must then hit the target with the pool noodle, before the target calls a new name.
- The new name that is called becomes the next target.
- To avoid being in the middle of the circle, you must call out a name before you are whacked with a noodle.
- If you are hit before you call a new name then you trade places with the person in the middle.
- Before trading places, the person who was in the middle must call out a name before sitting down again, or they can be "bashed" before sitting down. And the game continues.

3.5 Revenge (Requires a pool noodle)

- Sit in a circle. You need a chair in the middle.
- A person is "it" and they hold the pool noodle. "It" walks up to someone and hits them.
- "It" then quickly drops their pool noodle on the chair and tries to steal the seat of whoever they hit.
- If the person who was hit can get up, grab the pool noodle and hit the person who is "it" before "it" sits down, then they keep their spot.
- If they can't hit "it" before "it" sits down, then they become "it" and give up their seat.

3.6 Line Up

- Tell the group that everyone needs to stop talking.
- The task is: Without talking, lineup by birthday.
- The leader should indicate which end of the room is Jan 1st and which is Dec 31st.
- Hand motions and acting is fine.
- Year does not matter. Only the month and the day.
- Once the group is done, go down the line and have everyone say their birthday. Fix minor errors.

3.7 Where do you stand?

- Call out categories and where they should stand.
- For example: Everyone who likes IronMan stand on this side of the room and everyone who likes Batman stand on that side of the room.
- You must make a choice.
- People go to that spot and shake hands. Congratulate each other on their fine taste.
- Repeat.

Where do you stand Categories (Don't pick anything serious or offensive)

- | | | |
|-------------------------|-------------------------|-------------------------------|
| • Fortnite vs. Snapchat | • Flip flops vs Sandals | • Doughnuts vs Chocolate Bar |
| • Writing vs. Typing | • Apple vs Strawberries | • Yellow vs Orange |
| • YouTube vs. Netflix | • City vs Country | • Manga vs Superheroes |
| • Samsung vs Apple | • Bus vs Walking | • Doritos vs Cheetos |
| • Summer vs Spring | • French Fries vs Pizza | • Phys. Ed vs Art/Music Class |

3.8 Screaming Toes

- Stand in a circle.
- Everyone should look down. Pick someone's toes to look at.
- Look up at them. If their eyes meet yours, scream and you are out.
- Repeat until only two people are left. Declare them to be the winners!

3.9 Go!

- Have the group stand in a circle and ask each player to say his or her name out loud.
- The game starts when the leader points at a person across the circle and orders that person to Go. For example, if Samantha begins by pointing at Amir and saying, "Go Amir."
- Samantha then has to walk toward Amir. But before Samantha gets to Amir, Amir has to pick someone else and order him to go. Amir must not leave his spot until he orders someone else.
- After Amir has said, "Go Richard" (for example), he may then leave his spot in the circle, walk toward Richard, and Samantha takes Amir's spot.

4. Lunch (12:00 – 1:00)

Group Management Notes	<ul style="list-style-type: none"> • Be on time – start to prepare to go down at 11:55 • Count before you go and after you arrive. • When in transit, put one MD at the front and one MD at the back • In the cafeteria, be careful to sit with your group. Don't sit with the other MDs. • After people are finished eating, fill the time with a conversation game or two. • Monitor who is in the washroom and whether or not they have returned.
-------------------------------	--

4.1 Hit List

- This is similar to “That’s it” in breakfast games.
- Read the category. Delegates guess the answers.
- Anyone who gets an answer gets a BINGO chip to help keep score.
- The last item in each list gets two BINGO chips.

Types of Beans	Playground games	School Employees	Types of Trees	Leafy Green Vegetables
Baked Green Pinto Jelly Soy Fava*	Kickball Jumprope Hopscotch Simon Says Tag <i>Spud*</i>	Principal Teacher Librarian Nurse Lunch Aide <i>Custodian*</i>	Fir Elm Apple Palm Pine <i>Sequoia*</i>	Kale Watercress Swiss chard Collard greens Romaine lettuce <i>Boy choy*</i>

4.2 Opposites

- What’s the opposite of night? Well, day, of course. Tall? Naturally it is short. But that is the opposite of pufferfish?
- One person, off the top of their head, asks for the opposite of something that does not have an opposite.
- The game consists of making an argument for why one particular thing is that thing’s opposite.
- There is no right and wrong, just an attempt to convince the others.
- For the pufferfish example, you might argue that the opposite of swimming is drowning, and the opposite of a fish is a cow (surf and turf). Thus, a drowning cow is the opposite of a pufferfish.

A Few Items that Need Opposites:

1. Brita Water Filter 2. Math teacher 3. Turnip 4. Duck-billed Platypus 5. Paper clip 6. French Fry

4.3 Speedy Words

- Read out the category.
- Choose a letter at random.
- The first person to name something in that category wins.
- You can use Bingo Chips to help keep score. Collect them back at the end.

ABCDEFGHIJKLMNOPQRSTUVWXYZ

Musical Instrument	Flower	Famous woman’s name
Artist’s Name	Spice	Ice cream flavour
Snack Food	Boy’s Name	Cartoon
Something Shiny	Breed of cat or dog	Zoo animal
Plant	Something loud	Holiday
Tool	Historic Event	Found in the kitchen
Uses Electricity	Word related to money	Country
Sport or Game	Song Title	Insect
Famous athlete’s name	Something in the room	Political leader’s name
Vegetable	State or province	Type of soup
Fish	City	Candy
TV Show	Sport or Game	Body of Water

5. MD Session 2: ATLs (1:00 – 2:00)

Group Management Notes	<ul style="list-style-type: none"> • When you leave lunch, put one MD at the head and one at the tail of the group. Count delegates when you arrive and leave. • You will likely need to manage washroom breaks during this session, be aware who is in the bathroom. • Go through the initial script QUICKLY. It is boring. Don't dwell on it. Instead, move onto the games to reinforce the content. • Be careful to read out the ATL link for each game, but don't dwell on it too much. • By the end of this session, we hope that your group knows the ATLs. • At about 1:55, gather up the group and head to the next session.
------------------------	--

5.1 Script to Introduce the ATLs. (Divide among the MDs, Go QUICKLY)

Who Says	What to Say
	1. An important reason that IB stands apart from other educational systems is that they try to improve HOW you learn instead of focusing on WHAT you learn.
	2. In the Ontario curriculum, for example, most of the document centers around lists of things that teachers need to cover. Examples of the sorts of projects students should complete and the terminology they should know are included.
	3. In IB, however, while the content is included, a large part of the curriculum focuses on the skills that you need to be a good learner.
	4. Thus, in IB, they have developed a list of skills that they hope all students master.
	5. These learning skills are called the ATLs, or the Approaches to Learning.
	6. There are 5 Approaches to Learning.
	7. The first ALT is Thinking Skills . (point at the poster) Those include evaluation, meta-cognition, comprehension, application, analysis, synthesis, acquisition of knowledge and dialectical thought.
	8. The second ALT is Self-Management Skills . (point at poster) Those include gross motor skills, fine motor skills, informed choices, spatial awareness, time management, organization, safety, healthy lifestyle, codes of behaviour.
	9. The third ALT is Social Skills . (point at poster) Those include respecting others, co-operating, group decision making, adopting a variety of group roles, resolving conflict, listening to others.
	10. The fourth ALT is Research Skills . (point at poster). Those include formulating questions, observing, planning, collecting data, recording data, organizing data, interpreting data, presenting research findings.
	11. The fifth ALT is Communication Skills . (point at poster) Those include listening, speaking, reading, writing, viewing, presenting, non-verbal communication.

5.2 ATL Fruit Salad

- *ATL Link: The purpose of this game is to practice the ATL categories.*
- Sit in a circle. The leader assigns everyone an approach to learning (ATL).
- ATLs are: Communication, Thinking, Self-Management, Social Skills, Research
- One person is in the middle.
- They call out an ATL. All those with that ATL must stand up and switch places.
- The person left standing must tell another ATL. This repeats.
- If the person says "Approaches to Learning", then everyone must change stops.

5.3 Do You Like Your Neighbours? (Self-management)

- *ATL Link: An important part of self-management is spatial awareness. While orienting themselves to the space around them, every learner should consider the fundamental question "Do you like your neighbors?".*
- Everyone must sit on chairs in a circle.
- One player must stand in the middle of the circle.
- They must approach any player in the circle and asks the question: "Do you like your neighbors?".
- The seated player who's been asked can respond "yes" or "no".
- If "no", then the players on either side of them must stand up and switch places as fast as possible before the player in the middle can steal one of their seats.
- If "yes", then the person says "Yes I like my neighbors, but I don't like people who wear _____." In this case, everyone in the circle who is wearing _____ must get up and switch places.
- The player in the middle of the circle must then try to steal a chair.
- Whoever is left standing will have to begin the questioning again.

5.4: Circle of Doom (Communication)

- *ATL Goal: To win this game, you must listen closely. Communication is as much about listening as it is speaking.*
- Select the game's story teller.
- All of the other players form a circle around the Story Teller. Players stand at arm's length
- Stretch out your arms. Hold your left palm flat, palm facing upward. With your right hand, hold a pen or popsicle stick in the open palm of the player to your right. Your pen should be hovering slightly over that player's open palm; and the player to your left's pen should be hovering slightly over your left palm.
- The story-teller announces a Learner Profile word, which – when spoken by the story-teller – will serve as a signal for everyone to attempt to snap closed their left hand (around a player's pen), while simultaneously jerking their right hand away (from a player's closing hand)



5.5 Bat and Moth (Communication)

- *ATL Goal: This game is about different forms of communication in the animal world.*
- The delegates stand in a circle. Select one delegate to be the bat (predator), and another to be the moth (prey).
- The bat and moth stand inside the circle, and the bat is blindfolded (or closes their eyes).
- The object is for the bat to find and tag (eat) the moth, however, the bat cannot see where it is going.
- Instead, it uses "echolocation" to find its food.
- Tell the delegates that the bat emits high-pitched sounds, which bounce off surrounding objects, and give the bat a picture of its surroundings – including where dinner is!
- To simulate echolocation, the bat claps. Every time the bat claps, the moth must clap back within two seconds. Both bat and moth must stay inside the circle of delegates, and the circle must remain quiet so the bat can hear.
- After playing a few rounds of the game, it will become quite evident that some of your moths are very tricky! Discuss with the delegates some strategies they think moths might really use to escape a hungry bat.

5.6 Question game (Thinking)

- *ATL Goal: To help you remember innovation begins with a question, we will play a game about questions.*
- Arrange the group in a circle. In order, each person asks an open-ended (can't be answered with "yes" or "no") question to the person to their left.
- Instruct everyone to remember the question that they asked and the answer they gave.
- Those are now the only 2 phrases each person is allowed to say.
- Instruct everyone to get up and sit next to someone new in the circle.
- Then you will go around the circle and people will ask their original questions, and give their original answers, regardless of their question. It is really funny to listen to how it comes out in the end.

5.7 Find the Leader (Research)

- *ATL Link: Research skills involve observations. This game also helps to practice those skills.*
- Sit all the players in a circle.
- Pick a "detective", who sits in the middle of the circle with eyes closed.
- Then pick a "Leader". The Leader then leads all the players in an action (ex: clapping hands, touching noses, tapping knees, etc.). Whatever action the Leader picks, all the players must copy.
- The Detective then opens their eyes and tries to figure out who the Leader is.
- Whenever possible, the Leader changes the action (preferably when the Detective is facing the other way!).
- The Detective only gets three chances to guess who the Leader is.
- The best way to make this game a challenge is to instruct the players in the circle to not stare at the Leader but instead to stare only at the person directly across the circle from them.

5.8 Pass the Beanbag (Beanbag – Research)

- *ATL Goal: The detective needs to formulate questions, collect data and present their research findings. These are all important research steps.*
- Have all the players stand in a tight circle, facing inwards, close enough to each other that their shoulders are touching.
- Elect one player be the Detective. The Detective stands in the centre of the circle with their eyes closed.
- The group passes the bean bag around behind the backs of the players in the circle.
- Eventually the Detective yells "STOP!", at which point everyone stops and freezes in place.
- The Detective then has three chances to guess who has the bean bag. If they guess correctly, then the person caught with the bean bag moves into the circle to take the Detective's place and the game starts again.

5.9 Pterodactyl (Communication)

- *ATL Goal: Communication – sometimes there are barriers making communication difficult.*
- All players must begin by knowing that the point of the game is to keep their lips covering their teeth the whole time and never letting their teeth be seen or they are out!
- The game begins with everyone in a circle and one player saying "pterodactyl" then the player to the right of them says it and so on and so on.
- The catch is that any player can change the direction by screaming as loud as they want or however they want just like a pterodactyl! This is when the game gets really fun and almost every person is laughing!

5.10 Movement Telephone (Thinking)

- *ATL Link: This game practices comprehension which is part of Thinking Skills.*
- Students stand in a line, facing the front of the room.
- The leader stands at the back of the room and the last person in each line turns around to face the leader.
- The leader performs a very simple series of hand movements to represent a school subject.
- The last person taps the person in front of them on the back and passes on the hand movements.
- The movement passes up the line and the leader runs to the front of the room and guesses what subject it is. The first group to guess gets a point.
- The second MD can keep score.
- Suggested movements:
Throw a basketball, Typing on a keyboard, Mouth speaking in French (no speech), Reading a book, Writing an essay, Pouring liquids in beakers, Painting a picture, Using a camera, Measuring something with a ruler, Using a calculator, Playing a violin, Hitting a baseball

6. Milling and Filling

When do you use the skills in this section?

• While gathering in your room at the start of the day	• At the Breakfast table	• At the Lunch table	• While milling around Waiting	• While walking places	• When the mood strikes
--	--------------------------	----------------------	--------------------------------	------------------------	-------------------------

Clapping Games

<p>Boom Snap Clap</p> <p>Boom Snap Clap Ba-Boom Snap Clap Snap Boom Snap Clap Ba-Boom Snap Shhh!</p> <p>Sevens</p> <p>The order of the rounds is 1, 2, 3, 4, 3, 2, 1.</p> <ul style="list-style-type: none"> • First round: hit knees 7 times. • Second round: hit-clap-hit-clap-hit-clap-hit. • Third round: hit-clap-snap-hit-clap-snap-hit • Fourth round: slap-cross-slap-snap-clap-snap-snap 	<p>1, 2, 3, Break it down</p> <p>"One!" (both hands) one (hit ground) clap one</p> <p>"Two!" one two clap one</p> <p>"Three!" one two clap one two three clap one two three clap one</p>	<p>"Break it down" (one hand, alternates) one clap one two clap one two clap clap one two clap one clap one two clap (both hands) one cross one yeah!</p>
---	--	---

Secret Societies (Never-can-tell Puzzles)

Remind the delegates that if they know the secret, they should NOT say it out loud. Keep it secret. Instead, they should try to guess or provide an answer to check if they have figured out the secret.

6.1 Crossed-Uncrossed (need beanbags)

You either need two beanbags for this game. Seat everyone in a circle. Pass the beanbags to the person sitting next to you, saying either "I pass these beanbags crossed" OR "I pass these beanbags uncrossed." The delegates have to figure out what the pattern is. As the beanbags get passed around the circle, tell the delegates whether or not they're doing it "right" until they catch on to the secret! SECRET: It's not how the beanbags are passed, it's how your LEGS are when you say the words. For instance, the "right" way to pass crossed beanbags is to be sitting cross-legged or with your ankles crossed. Uncrossed would be legs straight out in front of you!



6.2 Bang, bang

Say "Bang, bang, bang. Whose dead?". The trainees answer. You tell them who died. SECRET: The first person to talk after the question died. Side note, if no one answers before you need to reveal it, say that no one died.

6.3 My Mother Got Married

As you pass a ring or glove under your leg in a mysterious way, recite: "My mother got married on Wednesday, yes or no?" SECRET: It's "yes" all the times that you say "Listen carefully" before you proceed with the trick. All other times it is "no".

6.4 Tillie Williams

Say something like "My friend Tillie Williams likes swimming but not water, she likes kittens but not cats, she likes rotten apples but not ripe bananas". Encourage students to pick something she likes and something else. Tell them "Yes, you know my friend Tillie Williams" or not, depending. SECRET: Tillie likes words with double letters.

6.5 Umbrella

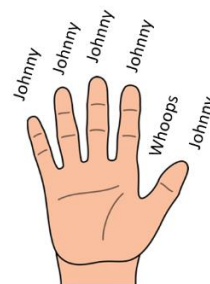
Say "can you describe my umbrella?" Everyone says a sentence. You tell them whether or not they have got it. SECRET: If they start their sentence with "Umm....", then they got it.

6.6 Cities

Your partner is mind reader who can read your mind. Send the partner out of the room, escorted if you wish, and allow the group to pick a city. To your partner you can ask: "Is it Montreal?" – no – "Is it Toronto?" – no – "Is it Ottawa?" – yes. SECRET: It is never the first city unless you signal your partner (by asking: "Could it be...", rather than "Is it...") It is always the city whose first letter corresponds to the last letter of the previous city. ie Toronto – Ottawa.

6.7 Johnny Whoops

- This is a never-can-tell game. Do NOT reveal the secret.
- As the person touches each finger and the thumb, he or she says "Johnny"; as the person slides the finger toward and back from the thumb, he or she says "Whoops"
- The result is the sequence "Johnny, Johnny, Johnny, Johnny, Whoops, Johnny, Whoops, Johnny, Johnny, Johnny, Johnny."
- People in the surrounding group are then challenged to repeat the sequence precisely.
- SECRET: The trick is that the first person did something surreptitiously, usually at the end of the "Johnny" sequence, such as folding his or her arms, putting his or her hands together, or saying "Now, you try." When the other people in the group try to repeat the "Johnny, Johnny" sequence, then, they are told they did it incorrectly.



6.8 Rhyme Out

- Read the 3 clues aloud. The delegates guess the three correct answers. All three answers must rhyme.
- If you wish, use the Bingo chips to keep score.

Clues Body of fresh water Tool to gather leaves Tool to kill vampires Answers Lake, Rake, Stake	Clues Not Dark Note Day Not Left Answers Light, Night, Right	Clues Used to eat cereal Revolves around Earth Dried Plum Answers Spoon, Moon, Prune	Clues Earth's "Ceiling" Secret Agent Sneaky and Clever Answers Sky, Spy, Sly
Clues Eat with chips Tear clothing Thankyou for waitress Answers Dip, Rip, Tip	Clues Made by Bees Buys Things Nice beach weather Answers Honey, Money, Sunny	Clues Lunch time Summer Month In the near future Answers Noon, June, Soon	Clues Drive on it Like a frog Fill a truck Answers Road, Toad, Load
Clues "Electric" Fish Breakfast, Lunch, Dinner Walrus-Like animal Answers Eel, Meal, Seal	Clues Insect Medicine No shell snail Answers Bug, Drug, Slug	Clue Not shallow Big Jump Baby Bird Sound Answers Deep, Leap, Peep	Clue Bird birth Game for a ball Bar that locks a door Answers Hatch, catch, latch