

# Fun - Suggested Activities

## 1 CONSEQUENCES GAME:

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This game is played by writing words on paper and folding the paper to hide the previous words before passing it to the next player.

In this variation, you should invite the group to write the following:

- Name of first person
- Name of second person
- Place where they met
- Fun activity they did together
- The consequence was...

Then people can unfold the papers and read the whole story!

## 2 FUN, FUN, FUN:

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Refer to the different types of 'fun' listed in the session outline:

- Fun now, not fun memory
- Fun now, fun memory
- Long lasting fun
- Not fun now, fun memory

Ask the group to call out different activities they think of as fun. Once you have a good list go through the different types of 'fun' and ask them to decide which activity goes where. (This will involve quite a lot of discussion/debate)

## 3 RULES:

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Rules are often there to help keep order or keep us safe. You could play some games without rules, or changing the rules, to see what happens. (Be careful not to make things dangerous)

For example, playing football when you can change sides whenever you want, pick up the ball and run with it, etc.)

After the game has ended (or fallen apart!) you can discuss how people felt during the game, and whether their experience makes them think differently about freedom and rules?