

The Machine

Description: Learn how to lead and about what makes a good leader through a game that challenges people to step up, lead, and listen.

Time: 5-10 minutes

Age: Elementary School Youth+

Materials: None

Instructions: The goal is to create a machine, using everybody in the group, that does something in about 3-5 minutes. You will want to give a set time limit depending on the time available. If you have a large group you can split up into groups of 6-8. The machine can only be created with your bodies.

Suggestions: Try not to help at all other than repeating the instructions, and don't specify a type of machine if at all possible. It is more challenging if intentionally left vague.

Reflection Questions: What makes a good leader? Can you identify some leaders in your group? How did they show leadership during this activity? What worked in this activity? What made it easier/harder?

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Sources: Madison 4-H and Youth Conference 2016