



iPod Showdown

OBJECTIVE Icebreaker or Energizer (will warm up the room and create fun and competition energy)

MATERIALS Flip chart or PowerPoint slides with instructions/rules
Paper and pens
(optional) prize for the winning team

TIME **Approx.** 15 minutes (activity) + 5-15 minutes more for debrief

GROUPS OF 5-8 people (from 3 to 8 groups) Total of 15-64 people

PROCEDURES

Introduction

Explain that this activity will be competitive and musical.

DIRECTIONS

Each group needs a team number or name.

Each team has a pen and paper.

Each team writes down a list of the songs that they all know and can sing. They have 5 minutes to brainstorm.

THE GAME

Facilitator will signal and shout the name of one team. They will have 5 seconds to start singing a song. They sing until...

Facilitator signals again and shouts the name of a different team. The new team will have 5 seconds to start singing a different song.

RULES

Teams will be eliminated if:

- they don't start singing a song within five seconds
- they don't have more than half of their group singing any song
- they sing a song that has already been sung

When all teams but one are eliminated, the game is over and the remaining team has won.

[Alternately, rather than eliminating, you could give teams a point every time they break a rule. You could play this way for as long as you wanted, and then see who has the LOWEST score at the end.]

C. Debrief

What did you notice during this activity?

Who were the anchors for their teams?

What strategies did teams use in order to not break the rules?

What did you think of your group's singing?

How could you use this activity with a group that you work with?

D. Closing

Thank you for your bravery and your sweet sweet singing grooves. I hope this woke you up, and was fun. And now you're ready for our next activity...