

A BIG WIND BLOWS

A “BIG” PEOPLE’S MUSICAL CHAIRS

This trust-building and "get to know you" game can be used a few times over the duration of a multi-day workshop. As trust levels increase, the statements can get more risky...

- Arrange chairs into a circle with one less chair than the number of people playing. Everyone in the group sits in a seat.
- The facilitator stands in the centre of the circle and explains the game.
 - When I say “A big wind blows for anyone who..”, and then offer a characteristic that is true about you, you have to stand up and find another chair to sit on.
 - That seat has to be different , and should not be just next to where you were sitting.
 - The one person left standing in the middle of the circle then has to come up with another characteristic and say "A great wind blows for anyone who..."
- Start the game with a statement such as “A big wind blows for anyone who has a sister.”
- Everyone who shares that trait must then get up and find a new seat.
 - While this is happening, the person who was in the middle finds a seat, leaving a new person in the middle. The next person continues, coming up with a different characteristic.
- The one person without a chair comes up with another characteristic and the game goes on.
- Stop the game when the time is up or you feel the group energy starting to ebb down.

Origins of the game unknown. Compiled by Philippe Duhamel, nonviolence@mac.com.