

Energizers



Europe 1,2 or 3

Type: Energizer, topic introduction

Goal: icebreaker, to mobilise a group, an introduction to “Europe”

Group: 15-17 y/o

Materials/basic conditions: You will need the quiz questions and answers, the power point presentation, some Crêpe paper, “golden coins”, beamer, laptop

Time: 15 minutes

Preparation: To play Europe 1,2 or 3 with a group you need the power point presentation “Europe 1, 2 or 3”. First check if the questions are up to date and the answers are correct. Like in the children’s TV programme 1, 2 or 3, divide the room into three lanes using masking tape. Mark those lanes 1, 2 and 3 and make sure they’re sort of lined up with the presentation.

Process: Turn on the beamer, be in a good mood and prepare the participants for the show. Divide the participants into three groups. Most (German) youngsters will know the concept of the game 1, 2 or 3. Explain the process. After every question, the participants must decide which answer is the correct one and go to the respective number. When the time to decide is over, no one will be allowed to change the number anymore. Then the correct answer will be revealed when the number on the slide lights up. Those who knew the correct answer will receive a “golden coin”. The group that collected the most “golden coins” wins.

Tips/alternative: Adapt the questions to level of the group. You can skip or add questions as you like.

Europe Salad

Goal: Getting to know each other, energizer

Group: any size, 14 or older

Duration: 10-30 minutes

Materials: chairs in a circle, one missing

Preparation: Arrange chairs in a circle, think of examples for potential questions, teach rules

Process: The leader goes into the middle of the circle and describes a trait, that can be applied to at least some of the group and that has a connection to Europe, for example “everyone who speaks more than three languages” or “everyone who has visited a European institution before” or “everyone who has voted at the last European election” etc.

Whoever this applies to has to swap seats. The person in the middle has got to find a chair, so that someone else will be in the middle to think of a “European trait”.

Whoever can’t come up with anything on the spot can just shout “Europe salad” and everyone will have to get up and swap seats.

Possible “traits” can be:

Who’s been to Brussels before?

Who feels more European than German?

Who could imagine living abroad?

Who believes that the European Union will exist the same way in five years as it does today?

Europe Relay

Goal: loosening, topic introduction

Group: no limits in terms of age and group size

Materials: brown paper, markers and movable walls (if things are allowed to be put up on the walls, that’s fine too) or chalk and black board, obstacles (chairs, tables...)

Duration: 15 minutes

Preparation: All the chairs and tables are moved to the walls to create space. At the head of the room, pieces of brown paper corresponding to the number of groups are put up, which read the numbers one through ten vertically. Throughout the room are obstacles made of chairs and tables.

Process: The group will be divided into smaller groups that will queue next to each other at the scratch line. The objective is to write “good morning” in ten languages on the brown paper in the shortest amount of time. For each run, there can only be written one “good morning”. The runners react to the starting

signal, go through the parkour, write the words and then hand the marker to the next runner. The group who finishes first wins.

Evaluation: The groups present their results and talk about the languages

Tips/alternatives: The task is variable (for example; name 10 European capitals or countries, etc)

House Squatters

Goal: energizer, group cooperation

Group: at least ten people (the more the better). Must be a number that can be divided by three plus one (10, 13, 16, etc)

Materials: The room must be big enough for people to run in

Duration: 5-10 minutes

Preparation: If there are chairs in the room, they need to be moved out of the way. If played outside, no preparation is needed

Process: Participants build houses (two people put their hands together like a roof and a third person sits inside the house). The leftover person wants to find a house.

The person says one of these three commandos:

- Clearing
- Restoration
- Demolition

When they say “clearing”, the people inside the houses swap places. The houses swap places when they hear “restoration”.

“Demolition” is the commando for everyone to switch and rearrange. People who sat in the houses can become houses etc.

The leftover person can try and get a spot and whoever gets left out has to say the commandos and try to get a spot.

Tips/alternatives: When the numbers don't add up, a workshop leader can join the game as well.