

# Animal Calls

<b>Type</b>	Noisy and active activity that can be done anywhere. Works on breaking down barriers and getting a group warmed up.
<b>Group Size</b>	Any group size although the larger the group, the more the challenge.
<b>Equipment</b>	Each person needs something they can use as a blindfold.
<b>Scenario</b>	Lost animals.
<b>Objective</b>	To join back up with their partners and/or members of their specific group.
<b>Rules</b>	<ol style="list-style-type: none"><li>1. Break the entire group up so that everyone has a partner.</li><li>2. Each partnership gets together and decides upon a specific animal sound that they will both use.</li><li>3. Split the partners up so that they are at opposite ends of a fairly large room.</li><li>4. Everyone must be blindfolded.</li><li>5. Upon the start signal, each partnership attempts to rejoin up with each other.</li><li>6. Everyone can only make their own specific animal noise and must follow that sound to each other.</li><li>7. When they actually join up, they may remove their blindfold and stand together and watch the rest try and join up.</li><li>8. As they are searching for their partner, they should be reminded to walk slowly and keep their hands up in front of them at all times.</li></ol>
<b>Variations</b>	<ol style="list-style-type: none"><li>1. Make groups of 4 or more and each group has a specific animal noise to make. Break the groups up around the room and then have them try and search each other out. They cannot stop and take off their blindfold until everyone is joined together in their group.</li></ol>
<b>Notes</b>	<ul style="list-style-type: none"><li>• From a safety standpoint, you need to make sure that there are no benches or chairs or anything low that the blindfolded people could walk into without feeling with their hands.</li><li>• You should also have a couple of volunteers who patrol the walls, etc to make sure that no one crashes into things.</li></ul>