



Loop



ACTIVITY GUIDE

Big Church
Week 2: Contribute

Sound Leader

This game shows how we can have influence on those around us!

Activity Objective

The guesser picks out the person who starts the chain of sounds made by the other group members.

You'll Need

- No additional materials needed

Instructions

Note: If your experience is large, you can divide into two or three groups. You can have anywhere from about 5 to about 15 students per group.

1. **Choose** one student to be the “guesser” and send them outside the room.
2. **Choose** a different student to lead the group in making different sounds.
3. The sound-leader student makes any sound they want to make, and the others in the group must immediately follow. Examples: Clapping, snapping, saying a nonsense word, tapping, snorting, etc.
4. The sound-leader student may change the sound whenever they want, and all other students must immediately copy the noise.
5. The guesser returns to the room and must try to guess who the sound-maker is.
6. The round stops when the guesser either guesses who the sound-maker is correctly or gives up!
7. **Say:** This game shows how much impact you can have on other people. As soon as the leader started making noise, others followed, right? Exactly! When we serve the Church, more people will see what we are doing and might begin contributing too.
8. Play again for as many rounds as time allows, choosing a new guesser each time.