



Kembe Kouran: stimulation game

Presentation of the method

This tool is a game in which participants try to find the starting point of a movement on a human chain.

THE PROCESS (THE STEPS, THE PROCEDURE AND THE ROLE OF EACH)

| | STEP 01 | STEP 02 | STEP 03 |
|-----------|---|--|---|
| OBJECTIVE | Form the chain of the | Distribution of roles | Making the current |
| | telephone station | | flow: game |
| DURATION | 5-10 min | 30 minutes | |
| ROLE OF | The trainer invites everyone | The trainer | Once this is done: all |
| EVERYONE | to take a seat | distributes the roles: | return and the game |
| | | he points to the | begins. |
| | | person who is going | |
| | | to have to find out | The participants |
| | | who carries the | wait for the power |
| | | current. The trainer | to flow. |
| | | asks this person to | |
| | | leave the circle and | The person in the |
| | | explains that he or | middle of the circle |
| | | she will have to find | is watching. |
| | | out who is carrying | When they find out |
| | | the current. | where the current is |
| | | He also designates | coming from, the |
| | | two people to be the | trainer designates a new station and |
| | | telephone terminals. They are the ones | "researcher" team. |
| | | who send the | researcher team. |
| | | current and can | |
| | | direct it. | |
| | | GII COC ICI | |
| CONSIGNE | Form a circle and cross your arms. | | |
| OR | The participants must be close enough to each other to be able to touch | | |
| POINT OF | each other with their elbows. | | |
| CAUTION | The people who play the station, when you have decided to do so, start | | |
| | the current, that is, touch your neighbour with your elbow so that he can | | |
| | then transmit the current to his neighbour. | | |

Two people in the circle have the power to emit a wave. The participant in the middle of the circle must find out who is transmitting the current: where the current is.

When the current has reached the second transmitter, he can restart the current in the direction he wants (with his right or left elbow). The game can continue until the person finds it.

Note: Only the transmitters can make noise and restart the power.

Objectives:

This method has several objectives:

- To provide a recreational moment for the participants;
- Have the participants work on their speed and attention.

Practical use:

This tool can be used for any training and at any time. It requires at least 12/15 people to make the game at least challenging.

Article URL link: http://atelier.fdh.org/en/take-action/our-tools/facilitate/article/kembe-kouran-stimulation-game



