



serious FUN

Fun Community-Building Program for 12 people (30 mins)

1. [52 Card Pick-Up](#) – *frenetic, highly energetic small group challenge*
2. [Look Up Look Down](#) – *curious circle game which creates random partners*
3. [Buzz](#) – *silly counting game that is guaranteed to stimulate bursts of laughter*

Props – set of '52 Card Pick-Up' cards per small group

Step-by-step instructions for each of these activities are provided below.
To view video tutorials, practical leadership tips and popular variations, click the links above.

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1. 52 Card Pick-Up (12 mins)

1. In advance, prepare a set of 52 index cards, each of which features a zany task or activity to perform (see below for sample ideas).
2. Form into small teams of approx four to eight people.
3. Distribute one set of 52 Card Pick-Up cards, placed face-down, in front of each team.
4. On "GO" each team member flips a card, and performs the task as described on the card to the best of their ability, and then picks up another card.
5. An individual may not show or tell others what is on their card.
6. If an individual picks up a card they would prefer not to do, they may place it back in the pile.
7. The first team to successfully complete all 52 tasks wins.

Here are a set of **sample zany tasks and activities**. Add to this list by thinking of your own tasks, or download the entire *Print+Play 52 Card Pick-Up* set from the [Resources](#) tab connected to this activity.

Sing the chorus of "Twinkle Twinkle Little Star" somewhat loudly.

Smile as hard as you can without showing your teeth for 30 seconds. Make sure you're noticed.

Compliment four people.

Share something about yourself with four people.

Ask each person if they feel okay today and reassure them that they are doing fine.

Look into someone's eyes for ten seconds. Don't forget to smile.

Lightly punch five people in the arm and grunt when you do it.

Quiet down the crowd for as long as you can.

Get down on your hands and knees and bark like a dog for ten seconds.

Shake hands with five people as if you are leaving.

Moo like a cow until someone else moos with you.

Using as many shoes as you can get, build the tallest free-standing pile of shoes you can.

Talk to someone for 30 seconds about anything you want. If they interrupt you, start over.

Shake your body all over – from your toes to your head - for 20 seconds.

Shake someone's hand for 30 seconds counting to yourself silently. If this person pulls away early, find a new person and start over.

Do your best cheerleader jump. Don't be obvious.

Multiply 12 x 12. Yell out "The Answer Is _____!" six times with gusto.

Make someone laugh, without talking.

Get as many people as you can to sit on the floor and keep them there as long as you can. The record is four minutes.

Using your finger, write "LUMP" on someone's back. They must correctly identify the word you are writing. No talking.

Thumb wrestle with someone for three full rounds.

Tell three people what your favourite subject in school was, without showing your teeth.

Do a little dance, and don't stop until someone smiles at you.

Clap non-stop for 30 seconds.

2. Look Up Look Down (8 mins)

1. Form a tight circle, asking your group to place their arms on the shoulders of their neighbours.
2. When you say "LOOK UP" you invite everyone to look straight up into the air.
3. When you say "LOOK DOWN" you invite everyone to cast their eyes down and directly at the eyes of another person in the circle.
4. When two people happen to be looking at each other, they immediately let out a scream and leave the circle.
5. The circle rejoins, and continues the looking up and down routine.
6. Those who leave the circle form a second circle, and restart the looking up and down process.
7. People move between the two circles with each round.

3. Buzz (10 mins)

1. Ask your group to form a circle.
2. Explain that your group's task is to count from 1 up to 100, one number per person at a time.
3. However, as the count proceeds, each time a number contains the digit '7' or a multiple of seven, the person whose turn is next must substitute the number with the word "BUZZ."
4. For example, it may sound like this "1, 2, 3, 4, 5, 6, BUZZ, 8, 9, 10, 11, 12, 13, BUZZ, 15, 16, BUZZ, 18..."
5. Announce that each time a mistake is made, the group starts again from zero.
6. Play for several minutes, or set a target number for your group to achieve.