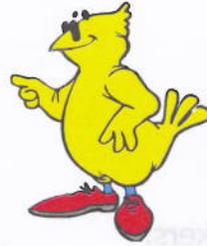


Flip Me The Bird

Flip Me the Bird!!

Type of Activity: Energizer

Props needed: Rubber Chickens



Objective: Get your group running around a little, get the blood flowing before you get to other initiatives.

Playing the Game: Start out with one person being IT. Later you can assign up to 2-3 people to be IT. To be immune from a tag, a player must be grasping a bird. Use enough rubber chickens to equal out about a third of the number of people in the group. Since there are only 6 birds per 18 pursues, there is much "flipping of the bird." There can only be one bird in the hand at a time. In keeping with the name of the game, the bird must be thrown, not passed, and the throw cannot be made back and forth between paired players. If someone wants a bird they need to yell out, "Flip Me the Bird!!"

Safety concerns: Level playing ground. Maturity of participants. Can also be done with small rope tied into knots and call it "Knot Me!" instead of "Flip Me The Bird!"

Facilitator notes:

Energizer