THE ULTIMATE GAME
For Groups of 60-100
(Draft July 2006)

Supplies:
1 Pack of Poker Chips
8-12 Hats or Pinnies
25-30 Spots of one kind
8-10 Special Spots that are different than the above spots
4-6 Large Dice
2 Buckets
8-12 Cups or Small Bags
Pack of Index Cards
8-12 Pens
1 Tarp
5-10 Nail Aprons for Chips
30-50 Trivia Question
Instruction Cards for Activity Stations
Plus whatever supplies are needed at each Activity Station

Setup:
Lay the Spots out in a large circle, one Special Spot every 3-4 regular Spots. In the center of the circle, lay the Tarp on the floor and place the Dice and the Buckets on it. Out side of the circle, designate areas for Activity Stations.

Ask for volunteers or randomly select participants to assist you. You will need one assistant per Activity Station, and one assistant to manage the Trivia Question Bucket (TQB). You may also want to have 1-3 assistants who act as Cheerleaders. All assistants receive Nail Aprons with Pokers Chips. The TQB assistant will need Blue and White Chips, Activity Station assistants will need Red and White Chips, and Cheerleaders receive only White Chips.

Divide your large group in to smaller groups of 7-10 people. Before you give instructions for The Ultimate Game, invite a representative from each group to come up, collect and put on a Hat/Pinny. When they return to their groups announce that those wearing the Hat/Pinnies are each groups’ Leader. Then invite a representative from each group to come up, and collect a Cup/Small Bag. When they return to their groups announce that those with the Cup/Small Bag are each groups’ Treasurer. Lastly, invite a representative from each group to come up, and collect a few Index Cards and a Pen. When they return to their groups announce that those with the Index Cards and Pens are each groups’ Secretary.

Playing the Game:
- Each group will start clustered at a Spot.
When the game begins, the Leader of each group goes to the Tarp and roles a Di. Whatever number they role, the group will move that number of Spots clockwise around the circle.

If the group lands on a regular Spot, the whole group is to go to the nearest Activity Station and do that activity together. If the activity is completed successfully, the group receives a red Poker Chip worth 25 points, to be held by the Treasurer. If they are not successful they do not receive a chip. Either way, once the attempt is complete, the group returns to their Spot and send their Leader to the Tarp and roles again.

If the group roles, and lands on a Special Spot, then the Leader must approach the Trivia Question Bucket (TQB), get a trivia question, and take it back to the group. The answer to the question must be written on the Index Card by the Secretary, given to the Leader, and brought up to the TQB Manager for checking. If the answer is correct, the group gets a blue Poker Chip worth 50 points. Used Trivia Questions go in the TQ discard Bucket, then the Leader roles again.

White Poker Chips are worth 10 points and are given whenever a group is seen being supportive and working together in a positive way.

The Game is played for about 20 minutes.

When time is called, each team tallies their points.

Tallies can be announce by team, or added altogether for a collective high score.

Activity Station Suggestions:

Sing Down- Find 5 songs with the word “love” in them, and sing a line from each.

Body Language- Use your bodies to spell out the word play. Everyone’s body should be part of the word.

All Aboard- Get everyone in the group onto a piece of flipchart paper. No touching the floor.

Circle the circle- Pass the hula hoop around the circle and back to where it started without anyone in the group letting go of the hands they are holding.

Tarp Toss- Use a tarp to toss an object into the air 3 times.

Group Juggle- Pass an object to each person in the circle, but you may not pass the item to the person on your immediate left or right.

Group Jump- Select turners, and have the rest off the group jump rope in unison.

Nascar- With everyone’s hands on a loop of rope, quickly rotate the knot in the loop so that it travels around the circle and ends where it started.
Sing Down- Find 5 songs with the word “love” in them, and sing a line from each.

Body Language- Use your bodies to spell out the word PLAY. Everyone’s body should be part of the word.

All Aboard- Get everyone in the group onto a piece of flipchart paper. No touching the floor.

Circle the Circle- Pass the hula hoop around the circle, by stepping through the hoop, back to where it started without anyone in the group letting go of hands.
Tarp Toss- Use a tarp to toss an object into the air 3 times.

Group Juggle- Pass an object to each person in the circle, but you may not pass the item to the person on your immediate left or right.

Group Jump- Select rope turners, and have the rest off the group jump rope in unison.

Nascar- With everyone’s hands on a loop of rope, quickly rotate the knot in the loop so that it travels around the circle and ends where it started.