



Animation sheet

L'ATELIER

de la TRANSFORMATION SOCIALE

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

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