

CREATIVE GAMES



Magnets -

How to play:

- Participants form into pairs.
- One person becomes the 'magnet', and the other becomes the 'object' being magnetised.
- The 'magnets' have the 'objects' within their power, and can control them by using a body part to move the 'object' around the room (e.g. If the 'magnet' points a finger at the 'object', the 'object' responds with their finger and moves around the room being led by the 'magnet').
- Various other body parts can be magnetised such as elbows, head, foot, knee and so on.

Variation:

This activity is also suitable for larger groups of 4 to 5. In this case, one person is the 'magnet' and the rest are 'objects'.

