

Imagination Games for Connection and Creativity

Yes, And . . .

This imagination-based storytelling game works with groups from 5 years old and up. The game ignites the imagination, develops listening skills, and generates a positive atmosphere in your group.

Begin by asking participants to form circles of 3 or 4 people and decide who will go first (A).

- (A) begins by making up a story. It can be any story, past, present, or future. After setting the stage through three or four sentences, (A) stops at the end of a sentence.
- (B) picks up the story with the words, "Yes, and..." (B) then continues to tell the story in the same voice as (A). This means, if the story was started in the first person, the story continues in first person. (B) adds three or four sentences and stops at the end of a sentence.
- (C) then picks up the story with, "Yes, and...", adds to the story and stops at the end of a sentence. The story continues around and around the circle with each person picking up with the words, "Yes, and..."
- Let the storytelling go for 7-10 minutes and then call "stop."

Tips: Make sure participants know they are to come to the end of a sentence before passing it on to the next person. Demonstrate what you mean by everyone in the circle using the same storytelling voice. Encourage participants to stand up while playing this game. People naturally add more gestures and energy to their stories when they are standing.

Online Tech notes:

- Encourage people to use gallery view, and unmute themselves before the game starts
- Create an order (a list of the participants) and type it into the chat box.
- Decide on the amount of time or "rounds" you want to do, or let the group know when there are only a couple more turns left so they can bring the story to a close.
- If you have split your groups into breakout rooms, ask each group to come up with a title for their story to share back with the whole group.

About Partners for Youth Empowerment: We are an international non-profit organization dedicated to unleashing the creative potential of youth. We do this by providing training for adults who work with youth in ways to lead transformative programs for youth that develop social emotional skills, creativity, social engagement, and a sense of purpose. Our proven Creative Empowerment Model combines creative arts practices, experiential learning, and leading-edge facilitation skills into a framework for designing and leading engaging, life changing programs. To learn about our training offerings or to bring our training to your organization or school either in person or on-line see www.partnersforyouth.org.

[&]quot;Imagination Games" was the 3rd free workshop in our Creative Catalyst series 2020.