



Imagination Games for Connection and Creativity

Yes, Let's . . .

This game engages the imagination, body, and voice and fosters a “yes” atmosphere in your group.

Begin with your group standing randomly in the center of your room. The facilitator says, “Hey everybody, let’s (and they say an action like: fly around like birds.) The group in unison enthusiastically says, “Yes, let’s.” And then everyone begins to fly around like birds. At a certain point another participant calls out loudly, “Hey everybody, let’s (another action). The entire group stops and says in unison, “Yes, let’s.” Everyone starts doing the new movement. Participants call out “Hey everybody” any time they want to offer a new movement. Continue the game as long as you like. A good way to conclude is for the facilitator to say, “Hey, everybody. Let’s all sit in our chairs.”

Sample of actions: swim in the ocean, climb a tree, walk in deep mud, hop up and down.

Online Tech notes:

- Mute/Unmute:
 - In groups of 10-40 people, you could unmute all, and let there be a lot of sound and laughter throughout this game.
 - However, if you have a larger group, you need to make sure everyone can hear the person who says, “Hey everybody, let’s...!” One way to do that is to simply tell everyone to watch the screen and to go quiet when they see a new person “spotlighted” in the front of the screen.
 - If you have a very big group, set it up so you can unmute people. To make sure you can unmute everyone say the following: “I need to be able to mute and unmute everyone for this game, so there’s one step I need to do to set that up. I’m going to unmute all. If you see a little box asking you to unmute, please consent. Then I will mute all again.” When you mute all again, UNCHECK the box that allows participants to unmute themselves. Now you are set to go.
- Ask for Volunteers:
 - Explain the activity. Then, for most group sizes, you can simply tell your participants that you are going to spotlight people at random. Before you start playing, give the whole group a chance to come up with an idea they might use if they are spotlighted.
 - If you’re not sure everyone will feel comfortable speaking aloud or even whether everyone is using video, it’s best to get a “hand-raise” from all those who are willing to be spotlighted. (You will need to open your Participants box to see who has raised their hand). The surprise of whether or not they are spotlighted remains the same!

- Tell them that they will know they are spotlighted when they are the biggest face on the screen.
- Encourage folks to move back from their screen but to remain visible to their camera.
- Technical flow of the activity, if using unmute/mute in a very large group:
 - Facilitator gives the first “Hey everybody, let’s...” suggestion. [unmute all]
 - Group says: “Yes, Let’s!”
 - After 15 seconds, [mute all], [spotlight] one participant, [unmute] that participant. They say: “Hey everybody, let’s...” [unmute all]
 - Group says: “Yes, Let’s!”
 - And so on.

“Imagination Games” was the 3rd free workshop in our Creative Catalyst series 2020.

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.