

Agents of Mercy Retreat--Elementary

By SPIRITUS Ministries

Same, Same - Out of the Game

Objective: This activity introduces the idea of superpowers and serves as an icebreaker.

Large Group Discussion:

- A. Share: Your favorite superhero, why you like this superhero and his/her superpower. Offer an example of an action that represents this superhero's power. (Super Strength--make a muscle, Fly--arms out like you are flying, etc.)
- B. Pair Share: Have the students turn to the person next to them and share their favorite superhero, why they like him/her, their superpower and an action that would represent their superpower.
- C. Ask: 3-4 members of the group to share their superpower and corresponding action.

Explain Activity:

- A. Say: This activity is called **Same, Same, Out of the Game**.
- B. Say: In each round, you will demonstrate one of four superpowers by making the corresponding gesture.
- C. Say: These are the gestures we will use. Review the gestures shared in the large group discussion point C.
- D. Say: In a moment, everyone will stand up. I will turn away from the group and together we will say "Same, same, out of the game." As soon as we finish the word "game" I will turn around and make a superpower gesture.
- E. Say: At the same time, you will make a superpower gesture.
- F. Say: If you have the same gesture as I do, you are out of the game and must sit down because the name of the activity is (have them say with you): "Same, Same Out of the Game".
- G. Say: We will play until there is only one person standing.
- H. Review gestures again.
- I. Optional: You can have a small prize for the winner (candy, rosary, saint card with superpower identified, etc.)