

# IT TAKES A VILLAGE

Life is full of challenges that require teamwork, flexibility, and problem-solving. At school, at home, and in our communities, we accomplish more when we work together. This activity shows how teamwork, adaptability, and helping others are essential not only in games but also in leadership and service.



**CONVERSATION STARTER:** Think about a time when someone helped you, how did it make you feel? Think of a time you helped someone else. How did that make you feel?

## BUILDING A VILLAGE: A LESSON IN COLLABORATION

### FACILITATION TIPS

- Set clear boundaries to keep the game structured and safe.
- Encourage participants to reflect on their thought process, as this helps them see how teamwork and collaboration lead to greater success.

- Divide participants into teams of 5-10 people, spacing them out in an open area.
- Give each team a rope loop to mark their village boundary.
- Place candy (or tokens) inside each village (roughly 2-3 per person).
- Inform the teams that the candy (or tokens) represents the resources they have.

**Objective:** maximize the number of resources inside your village boundary.

### Rules:

- Players can collect resources from anywhere in the room.
- Only one piece of candy can be carried at a time.
- Players must have at least one foot inside their village boundary when placing resources.
- Candy must be placed inside the village—no throwing allowed.
- No blocking or defending resources—teams cannot prevent others from taking candy.

### KEY OBJECTIVES

- Work as a team and communicate effectively to solve challenges.
- Recognize how helping others strengthens both individuals and communities.

### Phase 1

- Run a 1-minute round. Teams gather as many resources as possible.
- Count and announce how many resources each team collected inside their village.
- Acknowledge each team's effort and discuss what strategies helped them succeed.

### WHAT YOU'LL NEED

- 4-6 pieces of rope tied into loops (one per team to mark boundaries)
- Bag of candy (2-3 pieces per participant) or small tokens (e.g., marbles, rubber balls)
- Large open space





### Phase 2

- Ask teams: What was your original goal? (Most will say “To win” or “To get the most resources.”) Restate the Objective.
- Introduce new rule: Teams can now move their village boundary anywhere in the room.
- Give teams 1 minute to relocate their village and plan a new approach.
- Run another 1-minute round. Teams gather resources again.
- Count and announce the results.

### Phase 3

- It may take more than 3 rounds for youth to understand they should collaborate
- Remind teams of their ultimate goal. You may ask questions like
- Is running around the room gathering resources effective?
- Would there be an easier way to maximise the resources inside your boundaries?
- Give teams 1 minute to relocate their village and plan a new approach.
- Run another 1-minute round.
- Teams should eventually merge into one large village, working together to maximize the resources available.

## REFLECTION

- What strategies worked best for gathering resources?
- How did your thinking change when you could move your boundary?
- How did your mindset shift from competition to collaboration?
- What happened when teams worked together instead of against each other?

## APPLICATIONS

- How does sharing knowledge or resources benefit you personally?
- How does this activity connect to real-life service and leadership?
- Who benefits more—those who serve or those who receive help? Why?
- Dive Deeper: Think of a time when you had to work with someone you didn’t get along with. How did that experience challenge you? What would have happened if you had focused on collaboration instead of competition?

### CHECK UNDERSTANDING

Service is more than just helping—it’s about impact, connection, and growth. Have youth started to discover their “why”?

**KEY TAKEAWAY:** Success isn’t about winning alone—it’s about working together. The strongest communities, teams, and friendships are built when we move beyond competition and focus on lifting each other up.

