



Dojo Warm up Games

Introduction



CoderDojo holds at its core collaboration and teamwork as well as discovering the magic behind technology in a safe, fun and social environment.

This is a guide to help you to encourage collaboration, fun and socialisation in your Dojo!

These exercises and games can be used at the start of a session, during or even at the end.

The games in this guide have come from the CoderDojo community, online research and from our friends at Bridge21 in Trinity College Dublin.



Students playing 'The Bridge' warm up game.



One rule, be cool! It's how we roll. Remember, be cool if things get in the way

Rebecca, Champion, CoderDojo NYC

The Low Tech Social Network

How do I play?

Part 1

Participant fills out Paper Social Network profile sheet

Find someone that has the same for one of the items from 1-4 on your sheet. Get them to sign beside that item.

“Winner” is the first to get 4 signatures (or the most friends!)

Part 2

Find someone who has one item the same as your profile and swap profiles.

Find someone that has one item the same on this new profile and swap again (can't be the same person as before)

Repeat –(count your shares!)

Example profile sheet:

Example Profile Sheet Fields:

Eg. Fields:

Name

1. Colour of socks
2. Star sign
3. Favorite subjects
4. Favorite Website

Fields for Number of Shares

<input type="text"/>
Name:
1. Colour of Socks:
2. Star Sign:
3. Subjects I teach:
4. Favourite Website:
No. Shares
<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>



The Bridge Game

Players

Full Group

What you Need

A piece of string long enough for the full group to stand on

How to Play

Each player must stand on the “bridge”. They can safely take one foot off the bridge.

If they take both feet off the bridge, they fall off!

To be allowed cross the bridge, the group must arrange themselves in a specified order (e.g. alphabetically, by birthday) without anybody falling off the bridge.

Hint! If the group are having difficulty passing each other encourage those who are in the correct position to keep one foot on the bridge and step back to let others pass.

Objectives/Outcomes

This game encourages communication and teamwork.

A follow-up discussion about thinking about their team-mates as well as themselves (e.g. stepping back to let people pass) and a second attempt at the game is worthwhile.



Grandmother's Footsteps

Players

Small Groups, Whole Group

How to Play

Choose a 'Grandmother' who stands on one side of the room facing a wall everyone else is to stand the other end of the room.

The objective is for everyone to creep up on 'Grandmother'.

At any point (for instance if they hear movement), grandmother can turn around, whereupon any child caught moving has to return to the far wall and start again from there.

Introduce restraint by turning the floor into treacle or quicksand, or only allowing slow-motion movements.

Variations

Grandmother could be adapted to suit the purpose e.g. a sleeping lion and all the animals creeping up, or Father who is washing up and the children want to sneak up and get a cookie.

**A firm favourite of younger players....
creeping up on a suspicious
Grandmother!**



Rock, Paper, Scissors Tournament

Players

Whole group

How to Play

Split the group up into pairs.

Each pair plays 1 rock, paper, scissors game to determine the winner.

Once the winner has been determined the loser must cheer on the winner by name as they continue to play winners from the other pairs.

Ultimately you will have the entire group cheering for two people battling it out to determine a winner!

This game helps people get to know each other and learn to support each other.



Pass the Clap

Players

Whole group

How to Play

All participants stand or sit in a circle.

The leader claps and “passes” this clap on to the person to their right by turning to face them as they clap. The clap is then passed on to each person in the group in succession.

Each participant should look at the person passing the clap to them and receive it before turning to the next person to pass it on.

Make the game more difficult by speeding up the clap as you go along!

Add an extra challenge by reversing the direction clap! You can do this by double clapping and passing the clap back to the person who passed it to you!



**We hope that this guide has been helpful for you and that you
have a great time trying these games out in your Dojo!**

**If you've any questions about this guide or would like to suggest
games for inclusion please get in touch with info@coderdojo.com**

