ICEBREAKER

SECURE THE WATER

OBJECTIVE // Fun group energizer
TIME // 10-20 minutes (depending on the number of people)
GROUP SIZE // 4-80 people in groups of 4
MATERIALS // Small water balloons, enough for 3 out of every 4 people
PREPARATION // Fill water balloons about ¼ - ½ full

HOW TO PLAY THE GAME //

• For this game participants are divided up into groups of 4.
• Of each group of four - 3 people are “Water Carriers” (who are representing Peasants in the Global South) and 1 person is a “Water Chasers” (who are representing transnational water companies seeking to privatize water).
• For a larger group - the “Water Carriers” should outnumber the “Water Chasers” by a ratio of 3:1 = 3 Carriers for every 1 Chaser. For a smaller group – use a ratio of 2:1.
• Each group of “Water Carriers” receives one small water balloon.
• The “Water Carriers” must keep passing/throwing their water balloon back and forth within their group. Their goal is to keep the balloon from the “Chaser” for 5 min or longer.
• The “Water Chasers” have the task of interrupting the “Carriers” – to catch or grab the water balloons, without touching the “Carriers”.
• The game is over when the “Water Chasers” have captured all the water or after 5 minutes (then switch roles), whichever comes first.