Human Machine

**Purpose:** To practice teamwork in a creative game.

**Skills:** Communication, Cooperation, Creativity, Problem solving, Team building

---

**You will need...**
- 3–30 players
- Upper elementary age players or older
- Index cards (one per group)
- Enough space for small groups to work independently

---

**Before You Begin**
- On each index card write the name of a machine that groups will work to imitate. For example:
  - TV
  - Tractor
  - Coffee maker
  - Alarm clock
- In this game players will be working in small groups of three to six players. Consider whether you will assign groups before the game or guide players to choose their own groups.
- Prepare the reflection questions you will ask players in the debrief.
- This game includes a suggested variation to this game for the entire group to play together. Refer to the variations section at the end of the directions to see if it applies to your group.

---

**Directions**

**Introduce** the game Human Machine. Use this time to reinforce any established expectations that are important for players to remember during the game.

**Explain** that the objective of the game is to work as a group to create a machine. The challenge of this game is that players may only use their bodies.

**Divide** players into groups of three to six.

**Explain** that, in their groups, players will be given a card with the name of a machine written on it. They will have five minutes to create their machine. Then each group will present its machine to the rest of the class. The rules are:
- Every player on the team must be included.
- Players cannot use any materials other than what they already have on their bodies.
DIRECTIONS CONTINUED

Tip: You can also ask groups to come up with their own machine to imitate instead of using the machine listed on the card.

Ask players if they have any questions about the game.

Distribute the index cards with the names of machines written on them.

Give players time (five minutes) to create their machines.

Ask each group to present their machine to the whole group. After a group has presented, have the other players raise their hands if they think they can identify the machine.

The game ends when every group has had a chance to present their machine.

Explain to players that now they will reflect on how they experienced the game.

Debrief

Debrief the game with players. Remember, cooperative games are only as effective as your debrief. This is your opportunity to help players connect the game to personal experiences, actions, and beliefs. You will want to reinforce any skills or beliefs you are hoping players will carry beyond the game.

For more on facilitating debriefs, refer to the Debriefing Tip Sheet on our Digital Activity Center.

We’ve included some suggested questions below to get you started.

Ask:

What happened during the game?

How did your group work together?

If your group were to do the game again, what would you do differently?

What peacemaking skills did we use during this game? How can we use these skills outside of the game?

Thank players for their participation.

Variations

- For this suggested variation have the whole group decide on a machine they will create instead of having players work in small groups. Begin making the machine with one or two players and gradually add more players to the machine until every player is part of the machine.