



Totem Pole Game

This is a great game to get everyone contributing, listening and adding to a group project.

Materials:

- Toilet roll tube per person,
- Felt tips/Pens
- Sticky Tape

How:

Each person is given a tube. They are then asked to “Draw an animal of your choice that you think best describes yourself. No two people can have the same animal. ”

As a school council, decide together who goes where on the totem pole and create a story around the animals on the pole.

Allow time for this story to be told.

Discussions points:

- Why they chose that animal to represent themselves.
- How they chose where they should be on the totem pole.
- What did they find difficult when working together? For example “Would someone have liked to be in a different position but found that negotiation was difficult...how would they do that differently?”
- Were they happy with the end story/totem pole?

Adaptations:

- This can be done outside with larger boxes, and with as much artistic license as wanted.
 - Pupils can be asked to draw an animal that best describes another school council member and their qualities.
 - Cut a square of cardboard into jigsaw pieces, then members create a jungle of animals that best describe themselves. These are pieced together to make a bigger picture.
 - People can choose the same animal so the group can discuss how to cope with people who are similar (i.e. the school council has 3 lions and 4 monkeys so how do they work together without being competitive?)
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