

The Captain is Coming

Impact: Gets people loose & laughing

Risk: Low

Group Size: 10 and up – great for big groups

Time Required: 10-15 minutes

Directions:

This game is like *Simon Says* with a twist, where the “captain” is the caller. If the captain says, “The captain is coming!” then participants need to follow the next command. If the captain says a command without saying “The captain is coming!” first, then participants who move are out.

If the captain calls:

- “The captain is coming”: everyone salutes.
- “Person overboard”: people join in twos, one person stands behind, shading their eyes, one person kneels in front shading their eyes as they search the horizon for the person overboard.
- “Crow’s nest”: people join in threes, facing out with their backs together and arms linked at the elbows, circling slowly around.
- “Captain’s Table”: people join in fours, two facing the other two as if at a table, and pretend to eat.
- “Walk the Plank”: people join in fives, lining up in a straight line all facing the front person in the line.

In each case, continue until the captain says “At ease!” Those participants left without a group are out. Anyone who doesn’t react to the command that follows “The captain is coming!” is out. Anyone who moves or flinches when the caller did NOT say “The captain is coming!” is also out. You can up the strictness on flinching as the game goes on to increase the challenge.

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