

HEADS, TAILS, ELECTRIC SHOCK

Also known as Pulse, Pass the Pulse, The Pulse Game, Electricity, Electric Current Game

A fun but focussed icebreaker for a large group that requires teamwork, concentration, and fast reflexes.

Set up Time: one minute

Play Time: About five minutes

Equipment:

- One coin
- One plastic cup (or similar object that is easy and safe to grab)
- Chairs for each participant

No. of players: 8+ (works best in large groups i.e. 20+)

Age group: 5+

Physical effort: 2/5

Mental effort: 2/5

Difficulty: 3/5

Set up

The group is divided into two equal teams. The teams sit on chairs opposite each other in two straight lines. The cup or other object is placed on the floor or on a chair at one end of the lines of players. The pulse will start from the other end where the facilitator is seated with a coin, facing the same direction as the cup or object. The players hold hands.

Uneven teams: If there are uneven numbers the facilitator can pick one person to be a referee and sit or stand directly behind the cup or other object. There are times where the referee might have to make a call on which team is faster. If the teams are equal the referee isn't needed and the call can be made by the facilitator.

Playing the game

The two players from each team who are closest to the referee look at him/her. The rest of the players look at the cup. The referee tosses the coin. If it lands on heads, the two players at the start of the line squeeze the hand of the person next to them, starting the pulse, which then must be passed all the way down the line. If the coin lands on tails, however, the two players do nothing. When the pulse reaches the final player he/she must grab the cup or object. The first team to do so scores their team one point. All the players on that team move up one place so that the person who grabbed the cup ends up at the start of the line and the player who was next to them becomes the person who will grab the cup when the next pulse is sent. If the coin lands on tails and one or both players grab the cup, then that team loses one point. All the players on that team must move back one space in the line. Players are not permitted to give any verbal directions such as "go" or "don't go". The referee keeps flipping the coin until all of the players of one team have grabbed the cup.

1/3 Heads, Tails Electric Shock

Games Documentation Drafts - copyright ActNow Theatre

www.actnowtheatre.org.au

info@actnowtheatre.org.au

HEADS, TAILS, ELECTRIC SHOCK

Variation:

For a shorter game, teams have to get a certain number of points (e.g. three) rather than have each of their players grab the cup. Alternatively, instead of moving backwards one place for incorrectly grabbing the cup (i.e. when the coin is tails), the penalty is provided by the other team moving forwards one place.

Notes:

If teams are uncomfortable holding hands, the pulse can be passed by squeezing the person's arm or shoulder.