

## *Ice breaker Games*

# ***SHEEP AND SHEPHERD***



The objective is to herd the sheep safely into a pen.

Brief the team that they need to choose a team member who will be a shepherd. The shepherd will direct the other team members who will be blindfolded sheep into a pen.

The sheep cannot see or talk; therefore they must plan how they will get all the sheep into the pen using non-spoken communication. Depending on the group, you can decide whether you allow them to use one, two or more noises, eg, clap, whistles, barks, sheep bars. A whistle may help the team at this stage.

The sheep will be scattered over a defined area, not too big. Use a safe environment, e.g. flat, firm ground. The shepherd remains stationary throughout. Place the pen somewhere using a rope or anything that is an obvious pen after the sheep have put on their blindfolds.

They have 10 mins planning and practise time and then 20 mins to complete.

There are a number of solutions. The usual way team decide to do it is to number the sheep and then direct them in one by one. They, therefore have to distinguish claps or whistles for numbering sheep and for giving directions.

Example; claps one clap = forward

Two claps = turn right

Directions three claps = turn left

Four claps = Stop

Sheep Numbers Quick claps starting from five for the sheep

Other solutions include one clap for stop; two claps rotate right and three claps for forward. Or all of the sheep and walk toward the claps and when everyone is there, the shepherd can direct them to the pen together. Or one sheep can be directed to collect all of the other sheep and lead those into the pen like a sheep dog would.

This activity may result in all the sheep walking off in different directions. Make sure a signal for stopping the activity is understood. Get the team to re-plan how they can achieve and start again. A good example of how effective use of planning and preparation can accomplish a task.