

Game 5: Multi-Division

1. Foot-soldier



2. Cavalry



3. Cannon Volley



4. War galley



5. Fortress



Leadership Game 5: Multi-Division

Key Leadership Understanding

Nurturing and expanding the pool of leaders in an organisation is an important process to ensure continuity.

Math/Science Concepts Applicable

Division and number bases

Equipment/Logistics

A big open space

Time Required

20 minutes

Game Objective

Be the one to remain in the game

Group Size

20

Procedure

Demonstrate the following five commands to the group.

Foot-soldier: Stand at attention

Calvary: Two people stand side-by-side, horse-riding

Cannon volley: Two people kneel on the ground, and a third player leaning on their shoulders

War galley: Four people in a row, “rowing” a boat
Fortress: Five people stand back to back, stamping their feet

Whichever command is given by the facilitator, the players will have to demonstrate these commands. For example, if the command is “War gallery”, players will have to arrange themselves in groups of four before they demonstrate the command.

Players who do not follow the commands successfully are pulled out of the game. The last player to remain in the game wins!

Possible Variations

The actions and commands can be changed and manipulated according to the event or theme.

Process

- How did you involve others to stay in the game?
- How did you feel about needing others to stay in the game?
- What did you do to increase or reduce your group size according to the commands given?

Practical Application

- What strategies do you employ to expand your group size?
- How do you persuade or recruit others to join your cause?
- How are we multiplying and growing the strength of our organisation?