

# Shout-out Games

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Rather than moving themselves or stuff to commit, players simply shout out their answer as soon as the question is asked.

The aim of such games is to energise, relax, promote spontaneous creativity, and combat fear of getting it wrong. Thinking of the reasons for the answer you shouted afterwards can lead to interesting thinking.

## What is the opposite of...?

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- ... cheese?
- ... French?
- ... a zebra?
- ... today?
- ... jealousy?
- ... Simon Cowell?

Simply ask “What’s the opposite of...” then pause briefly before the object, concept or person. All shout their responses. You get a mixture of answers, drawing on different associations.

## Which weighs more?

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- English or French?
- Up or down?
- North or South?

# What would it be...?

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Take a concept such as poverty, war, love, envy, forgiveness. Have a list of categories ready such as shop, colour, animal, sound, meal, musical instrument. Ask a series of questions of the form:

If poverty were a shop, what would it be?

With both these games, you can also ask for any other answers after the shout-out, to include shyer participants or those who like to have time to think.

On one occasion, a very empathetic answer to the question above was, “an expensive clothes shop, because you wouldn’t be able to afford anything in it.”

## A or B?

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Call out pairs of things, concepts, places, activities etc. and people choose one to call out. Start with straightforward preferences and move to things that are either more quirky, or more profound.

Apples or bananas?

Swim or sunbathe?

Goldilocks or The Three Bears?

Brains or beauty?

Freedom or safety?