



# Junior Group Activity

## Truth or Dare (Trick or Treat)

Time: 5-10 minutes

Group Size: 5-20

This is a great ice breaker game. Start by having the participants form a circle so everyone can see each other. Allow space for movement. Next go around the group and have everyone introduce themselves (I like them to include the Grange they are from).

What you will need: **Printed sheets of tasks and scissors** to cut them into strips. **A container** to hold said slips with a large opening. For Truth or Dare create an equal amount of each. For Trick or Treat have a 2:1 ratio for Trick to Treat.

Rules: Each person will draw a slip of paper out of a bucket. It will either say “Truth” or “Dare”. If this is a Halloween activity you can convert to “Trick” or “Treat” and instead of Truth have candy available to hand out. Make sure to adjust the slip difficulty to the age of the group. The tasks should be fairly simple to complete, but not so simple that the participants grow bored quickly. After the same task has been drawn a few times remove it from the bucket to ensure the game does not become stagnate.

Examples of Truth:

- What is your favorite movie?
- What is the most dangerous thing you’ve ever done?
- What is your favorite game?
- What is your favorite sport? What position is your favorite?
- What Grange office would you most like to hold?
- What are you most scared of?

Note: This activity should allow people to express themselves. If someone gets asked what their favorite game is and several other participants say they like the game too, take a moment to go around the circle and have everyone speak to their greatest achievements in the game.

Examples of Dare:

- Say the alphabet while sticking out your tongue.
- Play one round of duck, duck, goose.
- Do ten jumping jacks.
- Press your nose up and oink like a pig.
- Dance like no one is watching.
- Complete one verse of the hokey pokey.
- Do five push-ups.
- Stand on one foot for the remainder of the game.

Note: The goal is not to humiliate, but to laugh. If a person is uncomfortable with a dare encourage the entire group complete it with them.