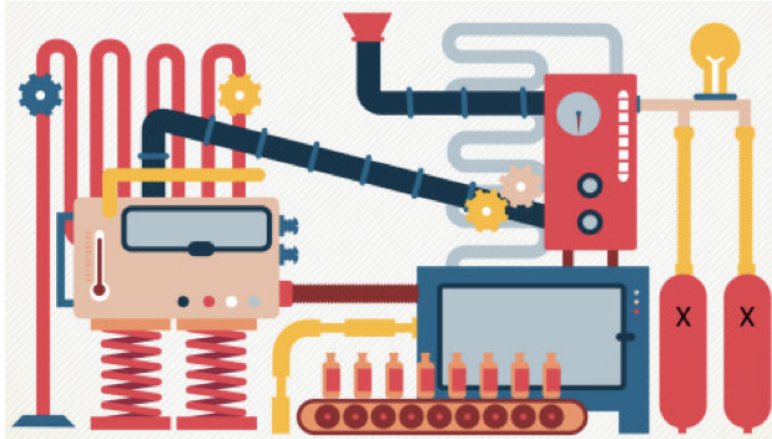


## Recreational Games

### The Machine



#### You will need:

- 4+ players
- 3 sets of 4-6 objects of varying sizes (ie. cones, balls, triangles, cups)
- A barrier large enough to cover the size of your 'machine'

#### To play:

- Have one individual arrange one set of the objects behind the barrier into a 'machine', this player will be the judge for this turn
- Divide the rest of the players into teams of 3 players any players not allocated to a team can also serve as 'judges' for the round.
- On each team; one player will be the runner, one player will be the translator, and one player will be the builder
- The runner can look behind the barrier at the "machine" and describe the machine without words to the translator
- The translator must then explain the machine to the builder, (add a challenge - translator must communicate without words) and the builder will build the machine using the instructions given by the translator
- The builder can listen and speak to the translator to build the machine, but cannot communicate with the runner
- Once the team believes they have built the machine, they can call the judge to check. The first team to successfully build the machine wins
- Each turn switch roles and the design of the machine