

# SAMPLE ACTIVITY

## Perspective Circle (entrée)

### Overview

A volunteer strikes a position surrounded by a ring of participants who take turns describing whatever image comes to mind as they observe the volunteer. This game clearly demonstrates that everyone has a unique point of view. Even when players describe what they see in the same way, the game is a modeling of individual expression that can provide a foundation for mutual respect. Perspective Circle can be played at a first meeting between strangers. It can also give the leader a sense of participants' states of mind.

### Objectives

To model different perspectives and to describe, and listen to, different points of view.

### Let's Cook!

1. Ask players to form a circle with everyone in full view of the group. Each person takes a turn saying what comes to mind when he or she looks at a "statue" in the center of the circle, but it is about the pose, and not about the person striking the pose. Explain that put downs are not allowed. It is important that each player understands and consents to this rule.
2. Tell them, "Everything we see is from our own unique point of view. I need a volunteer to help me to show this. Who here can strike a pose and hold it for a few minutes? You won't need to say anything, but you will need to hold still." Select someone to stand in the middle of the circle. He can face any way he wants. Ask him to strike the position and then "freeze."
3. Remind participants that what they say should be about the position, not about the player. Also note that while no one sees things in exactly the same way, for some of them the same idea will come to mind, and that's fine. Tell them you will begin, and then they will proceed, clockwise, to comment on what they think of, as they observe the pose. Say, "From where I'm standing, the statue reminds me of —."
4. After each player comments, nod, and then look at the next player. Reassure anyone who "blanks" that whatever he or she thinks of is fine, even if it's to say that they see someone standing still. (In some cases new players are self-conscious and need an "out" to save face. Rather than letting them pass, encourage them to say something. If necessary, remind participants that put downs are not allowed.)
5. When everyone has commented, thank the volunteer and initiate applause. Invite him to share what he was thinking when he struck the pose. When he has returned to the circle, you may want to debrief by asking if anyone has a comment about the game. If appropriate, note the richness of diverse interpretations. Frequently, other participants want to take a turn as the statue.

