



## TELEPHONE

**Number of players:** 8+

**Space:** Room for all to stand or sit in a circle

**Materials needed:** None

**Procedure:**

Everyone sits or stands in a circle. One person begins by thinking of a word or phrase and whispering it in the ear of the player next to him/her. That person whispers it in the ear of the player next to him/her, and so on throughout the circle. The catch is that no one may ask for a repeat of the whisper; you simply repeat whatever you thought you heard the first time. The idea is to see how the original word or phrase alters as it travels.

**Possible side coaching:**

“No repeats allowed—say whatever you thought you heard!”

**Variations:**

See *Back Tracing* for a similar game.

**Processing points:**

- How did the whisper change as it traveled?
- What is your definition of a rumor or gossip?
- What does this game have to do with the way people communicate everyday?

**Possible learning areas:**

Gossip, communication models, listening skills, point of view

**AKA:** Operator