



## **NO, NO, NO...**

**Number of players:** 5+

**Space:** Room for a circle

**Materials needed:** None

**Procedure:**

Gather players in a circle. Leader explains that the group will pass a sentence around the circle and that each player will have a chance to change one word. Leader begins with a simple sentence like “The dog went to sleep.” The next player amends the sentence by saying, “No, no, no! The hippo went to sleep.” The following player might amend it further by saying, “No, no, no! The hippo went to Pittsburgh,” and so on.

**Possible side coaching:**

“You only have five seconds to change one word in our sentence.”

“You feel stuck, just say ‘pass’.”

**Variations:**

Ask players to change the tone of their responses [outraged, etc.]

**Processing points:**

- What interesting stories started to emerge?
- What might happen next?
- How do writers come up with ideas?

**Possible learning areas:**

Creative thinking, narrative fiction, mood & tone

**Source:** Bob Gregson