

Networking Activity

JENGA

How to Play

The goal of the game is to be the last player to stack a block without causing the tower to crash.

To start, the game facilitator will:

- Set up the tower, placing three blocks per layer, alternating direction by layer. Use the stacking sleeve if necessary.
- Keep track of time and points for players

To play

1. Choose a player to begin
2. With only one hand, remove a block from anywhere below the highest completed layer. You can touch the blocks to find a loose one.
3. Place the block on top of the tower.
 - If the tower falls, you lose all your points, but can continue to play.
 - If the tower stands, the player will ask a question from the list provided and/or lead a physical activity intervention. Your group will have 2-3 minutes to share ideas, answer questions, etc. and then the next player will take their turn.

Earning Points

The game facilitator will keep track of points on the scorecard. Each player will receive 1 point for each successful move. **A successful move is considered removing one block at a time, using one hand and placing it at the top of the tower without the tower falling over. If the tower falls, all points for that player return back to zero and they can continue to play.

Bonus Points: Each player has an opportunity to win bonus points by moving the blocks that have color dots. Each block with a color dot is worth 2 pts.

How to win

The goal of the game is to be the last player to stack a block without causing the tower to crash. Each move is worth 1 point. A successful move is considered removing one block at a time, using one hand, and placing it at the top of the tower without the tower falling over. Facilitator will keep track of points. If the tower crashes during your turn, your points return to zero. The player with the most points wins.