

**ACTIVITY BASED ENGAGEMENT 010**  
**MAY 2019**



## WHISPER WALL

*This game is low on sound but big on impact. Teams are ordered from eldest to youngest member, with the youngest team member alone having the ability to speak aloud. This game works best when playing with a mix of adults and children.*

**What age group is this appropriate for?**

8 years and older (This game is more fun when done with mixed age group)

**What group size?**

Small groups of 5-8

**How much time is needed?**

10 minutes to explain the activity

2 minutes to play each round (can be repeated as many times as you like)

**Resources required:**

Chairs

**Directions:**

- 1) After splitting the group into even teams, have them stand in order of their age with the youngest at the head and oldest at the rear. The youngest player is designated the role of Voice,
- 2) Teams line-up parallel to each other. The facilitator stands at the head of both teams.
- 3) Each team sits down facing each other and side-to-side with their team mates.
- 4) The teams are asked general knowledge questions. Try to make it something that at least one member on each teams will know the answer to. The only person who can answer the question is the Voice of the team.
- 5) If someone knows the answer to the question they pass it down to the Voice by whispering it to their teammate, making a whisper wall. If the facilitator hears the answer before it comes from the Voice, then they do not get the point.

**Outcomes:**

This activity works on empowering the youngest person in the group by giving them the power of a voice that makes a difference. Have a korero with the young people about who has the powerful voice in their families and communities, and whether they feel they have a powerful voice. Where do they feel they can contribute to finding solutions and making decisions? Do people who have powerful voices listen to them? Do they say things that represent what they feel or want?



**PURPOSE OF THE ACTIVITY:**

**MY VOICE**

Adults have loud voices with long words and plenty of opportunities to use them. Adults sometimes forget that children and young people can struggle to have their voices heard.

When adults play this game they can get frustrated because they don't have the voice, they have to rely on their team to pass the answer using whispers to the youngest person. It is symbolic of the challenges our young people face. Their voices are often diminished to whispers or silenced altogether. They rely on adults to make all the decisions, hoping that they have heard them.

Young people deserve to know their voice is powerful and that they can share their thoughts and ideas. Give them the opportunity to do it.

**For more information about the roles and responsibilities of The Office of the Children's Commissioner, visit our website at [www.occ.org.nz](http://www.occ.org.nz)**