FOCUS
Young people choose an indoor and an outdoor quiet signal that gets their attention.

SPARKS TIE-IN
- Comedy
- Drama/theater

YOU WILL NEED
- A whistle
- A humorous sound maker (such as a screech, a party noisemaker, burping, or an unusual sound from a computer)
- A large area

ACTIVITY Explain that there are times when the group gets noisy and that everyone needs to quiet down and listen. This can happen both when the group is inside and when the group is outside.

Say: “We’re going to try some different indoor signals to see which one works best for the group. Everyone spread out. Go ahead and talk. I’m going to raise my hand at some point, which means to stop talking and quiet down. As soon as you see my hand go up, quiet down and raise your hand as well. Let’s see how quickly the entire group can quiet down.”

Give the young people time to mingle and talk. At some point, raise your hand. See how long it takes for the group to quiet down.

Then try another signal, such as raising both arms above your head. See how long it takes for the group to quiet down. Then try another signal, such as clapping your hands. Then try the humorous signal, such as screeching or using a party noisemaker.

After you’ve tried four different signals, have the group vote on which signal works best. Use that one from then on. (But be open to using the other options if kids stop responding to the one signal.)

If your group sometimes goes outdoors, work through this activity outside as well. Try a whistle. Then try waving both arms. Then try yelling “come in” two times and then try having the young people yell “come in” two times as they hear it. (That way no one loses his or her voice.) Again, vote on an outside signal for the group to follow.