

🇬🇧 Physical Class Game – The Inspiration Echo! - SSSSB Story 026



What You Need

- A colorful ball, or a brightly colored ribbon (This represents the "Spark of Inspiration").
- A box containing "Talent Tokens" (Small slips of paper with simple, fun talents written or drawn on them). *Examples:* "Super Whistler," "Funny Face Maker," "Gentle Encourager," "Fast Runner," "Beautiful Singer," "Great Listener."

How to Play

Step 1: Caught in the "Cage"

1. One player starts as the "Trapped Parrot" and sits in the center of the room, looking sad. They hold the unlit "Spark of Inspiration" (the ball).
2. Another player draws a "Talent Token" from the box. Example: "Beautiful Singer." They are now the "Clever Crow."

Step 2: The First Gift of Help

1. The Crow walks over and uses their talent to help the Parrot. In this case, they sing a beautiful, happy line to the Parrot.
2. Realizing someone used their unique gift to help them, the Parrot smiles, stands up, and hands the Crow the "Spark of Inspiration – the ball or ribbon."
3. The Parrot says: "You used your gift to help me, now I am inspired to help others!"

Step 3: The Chain Reaction (The Echo)

1. The Parrot now transforms into a helper! They run to the box and draw a new "Talent Token" (e.g., "Funny Face Maker").
2. Meanwhile, a *new* player sits down in the center as a "Person in Need of Help."
3. The inspired Parrot rushes over and uses their new talent—making the funniest face possible—to make the new player laugh and feel better.
4. Once helped, that new player receives the "Spark of Inspiration," stands up, and shouts: "I am inspired! I will use my freedom to help!"
5. They run to the box to grab a talent, while a fresh player takes the center spot.