

## 4

**CATEGORY**

vocal  
instrumental

**AGE**

10+

**NUMBER  
OF PARTICIPANTS**

5-30

**DURATION**

approx. 10 min.

**WORKING METHOD**

- group work

**MUSICAL ABILITIES  
OF THE TRAINERS**

1 2 3 4 5 6

**EQUIPMENT  
AND INSTRUMENTS**

- optional: any type of instrument

**COMPETENCES**

- attention
- cooperation
- concentration
- team cohesion
- sense of rhythm

# Alphabet Game

*A cooperative game that focuses on concentration and has a strong team-building effect.*

**AIM**

The goal of the game is to increase team cohesion, and to develop concentration and attention in terms of individual competencies in a playful form. The musical development of the game has unlimited possibilities.

**DESCRIPTION**

The participants stand in a circle. The letters of the ABC are said one after another in a row, according to the way they are next to each other. The point is that they keep saying the letters one after the other. If they make a mistake, it's game over, i.e. it starts over. The game is constantly accelerating in tempo.

**LEVEL UP!**

As in the hocetus game, a well-known melody is played in a circle by syllables. It is also possible to increase the level with musical instruments, also by breaking them down into notes.

