WHY YOU SHOULD CONSIDER USING BOOMWHACKERS

PASIC 2018

- EYE CANDY
  - visual
  - colorful
  - vibrant

- HIGH IMPACT
  - somatic learning
  + movement

- EASY
  - lightweight
  - low cost

- ACCESSIBLE
  - super low
  - learning curve

- LOW INTRUSION
  - minimal storage
  - easy in/out

- EAR CANDY
  - low-volume
  - melodic

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EFFECTIVE PROGRAMMING APPLICATIONS

PASIC 2018

Morale/Wellness/Stress Reduction
Interpersonal Communication
Inclusion & Compassion
Dealing with Change
Brainstorming
Leadership
WAYS YOU MIGHT CONSIDER USING BOOMWHACKERS IN ORGANIZATIONAL SETTINGS
Note: For most of these activities, use pentatonic sets to divide larger groups into teams of six; one note per person.

GAME 1: PAINT BRUSH
Take turns using your "paint brush" to draw things in the air that your group has to guess. Think of it like imaginary Pictionary. Use seeder cards as ideas to get them started.
BENEFIT: Creativity and Imagination.

GAME 2: ITS THE BOMB
Using masking tape or lengths of rope, lay out an alley on the floor. Randomly toss Boomies throughout the alley. These are pipe bombs! Blindfold one player and have them walk the alley without touching any of the instruments, guided by the cheering voices of their team. Multiple teams going at once will create great mayhem. Challenge: assign a movement to each pitch (ex. High C = move left, A = baby step; combination sounds will mean combination movements like baby step to the left) and use only sound to steer the player! Increase the number of obstacles to make this more difficult. BENEFIT: Concentration and trust.

GAME 3: TIME LINE
Each Boomie represents 5 years. Starting with the smallest instrument, each player shares something about themselves from 5 years back. Small Red/High C = five years ago, Purple/A = ten years ago, etc. Note: good idea to arrange largest instrument with oldest player. If everyone is young, use the imagination to make up some event happening with their ancestors.
BENEFIT: Self-disclosure & intimacy.

GAME 4: JUST ONE PITCH
Using only a single Boomie, play the melody to a song and have the other team members guess what you're playing. Create song cards to make this easier, or let them come up with their own. It's "Name That Tune" without the melody, and it's harder than you'd think.
BENEFIT: Listening skills and attention.

GAME 5: CHOPSTICKS
Using balls of various sizes (beach ball, soccer ball, tennis ball, rubber bouncy ball), have each team try to lift a ball from the floor then transport it to a "goal" like a circle on the floor or a bucket. BENEFIT: Cooperation and collaboration.

GAME 6: THE BEST FIT
Have each team member describe why their Boomie is better than the others. Add a twist by asking them the same thing with regard to some particular task (ex. Why is this the best tool for writing a letter, carving stone, building a house, etc.). BENEFIT: Creative thinking.
GAME 7: MAKE UP YOUR OWN
Have each team devise their own Boomwhacker team building activity that requires communication, teamwork, and creativity. Have them demonstrate their results with the larger group. BENEFIT: Problem solving skills and leadership responsibility.

GAME 8: MATCHSTICKS
Use the whole group to form a line (or circle for a bigger challenge). Select one person (or more) to be IT. The group stands with their back to the player, who then calls on two people at a time to raise their Boomie over their head. Player continues trying to find matching colors. Each time there's a match, the pair sits down. As people sit down, move the remaining people closer together to fill the gaps. Whichever player gets the most matches wins. Take it to the next level by matching pitch rather than color! Instead of raising the stick over their head, they simply make sound that the player can only hear. BENEFIT: Memory exercise and name game.

GAME 9: MISSING LINK
Person with the largest Boomie describes some problem (work or home) without referring to any particular person. The person with the next size then comes up with some smaller factor that may have contributed to the problem. Work your way up the scale until the last person describes the smallest contributing factor. Ex. Big Red = we need more employees, but by the time they get to the smallest one the response might be Little Red = the mouse ate it. ONCE you have the final response, everyone sounds their instrument in unison and shouts "WOW! THAT'S RIDICULOUS!" Will make for a lively room if multiple groups go at once. Rotate instruments and start with a new problem.

Variations 1: Give them the starting problem and have them then add contributing factors up the scale. Do this in the larger group, but responses can only come from someone holding the appropriate sized instrument; SHOUT at each response to create big energy.

Variation 2: Make this about solutions rather than problems. Give them the initial problem, then use questions to prompt stages of the solution. Make the shout "WOW! THAT'S AMAZING!"

Basic game shows how big problems stem from smaller issues. BENEFIT: Improvisation and brainstorming.

GAME 10: PASS THE DUTCHIE
Have small or large groups line up with Boomies extended parallel to the floor. Using a small Boomwhacker or other stick (facilitator baton or clave or drum stick), group tries to pass the Dutchie down the line without using their hands. BENEFIT: Coordination and cooperation.

(FYI - "Dutchie" is the nickname for Dutch Masters cigars. A Dutchie is also a nickname for a "blunt" (cigar filled with marijuana) made from said cigar. Ref song: "Pass the Dutchie on the left hand side". FUN: play the 1982 song by the band Musical Youth while doing the activity.)

BONUS CLOSING: PICK-UP STICKS
Groups use large numbers of Boomwhackers to create patterns/arrangements of colorful art on the tabletop or floor. Have groups "layer" in each instrument one by one. BENEFIT: Creative thinking and collaboration. Leaves a lasting visual impression.