

Group Share Battle

Intro: This is a game to get people talking about what is important in their lives and then hopefully in their personal change process and recovery. This isn't really a "battle" but group members are required to "fire" guesses at each other to see if they can "hit" the target with their guesses about one another. (Something like the old board game "Battleship" if anyone remembers is) – What is most important is that this game opens up some positive discussion about what important things that are needed to make progress in the process of positive change especially when dealing with substance use and mental health issues.

WATCH VIDEO INTRO FIRST (2 minutes) - https://youtu.be/LeM00N49_DY

Directions

Pregame - Everyone in the group should get a copy of the game grid on the next page. Take some time to look it over either individually or as a group. Group members should select the best answer from column A, B, or C and: <u>circle one answer for each row</u> – Take your time as this is probably the hardest part of the game but once it's over, it gets easier –It may be easier to read through it as a group, so everyone understands. (Counselor's discretion)

Start the game: Select an order to go in so that everyone can get some turns in. When it is someone's turn, they should "fire" on someone else's game board by trying to guess another group member's answer for any topic on the list. For example, someone's in group (Named Jules) turn may sound something like:

Jules says - "Nicole (other group member) I think you answered B for Insight and Self Awareness."

In this example Nicole should look at her grid and if she did circle B for that row (Insight and Self Awareness)

then she would say "Hit" and place an **X** over that row on her grid. If Jules guessed wrong Nicole would say "Miss" but still don't tell anyone the correct answer

Then the turn is over and the next person in order should go and repeat this process, "firing" a guess at another person in the group attempting to make an accurate "hit."

Continue this until the group has had enough, there is no real end but try to make sure people have had a fair number of turns.

There are some additional rules to follow:

The same group member should not be "fired upon" two turns in a row. (Try to move around the room to be fair rather than picking on one person repeatedly)

Smart bombs - Everyone in the group gets **one** "Smart Bomb" which is an **automatic hit** – When using smart bomb just say tell the group you are firing a smart bomb and then pick a topic and ask another group member for their answer for that topic and the selected group member should share their answer(A, B, or C) and automatically **X** it off their grid – (*Smart bombs cannot miss they always hit the target*)

- > BRAND NEW PEOPLE (If it is someone's first day in group) they get **3** smart bombs.
- > NEW PEOPLE If someone is in their 3rd group or less (first week in IOP) They get **2** smart bombs.

Make sure to do the discussion at the end which is the most important part (therapeutically speaking)

Have fun!



CIRCLE ONE CHOICE: A, B or C - PER TOPIC





Discussion

After game brief review: How did you do? – Did you take a lot of hits on your grid? (*Did others seem to know you well or not*) - Did you feel like you did well at guessing other people's answers?

More in depth therapeutic discussion:

- Go through the topics in the grid and allow people in the group to share their answers. (Keep it open ended; everyone does not need to share just people who want too, but everyone is welcome too) – Remember that these topics are important factors for success in recovery.
- > Discuss how each topic area is important to the positive change process?
- ➤ Finally:
 - Which areas are you doing well with today?
 - Which topic areas are you focusing on improving in your life today?

Bonus question (Optional but a way to end on a positive note) – What is one thing that you appreciate about being a part of this group?

