

PASSING THE BUCK

Items Needed: Any tossable object, i.e. rubber ball, beanbag

1. Have everyone stand in a circle. The “buck” is any small object that can be tossed easily from player to player.
2. Toss the buck to a player in the circle. The person catching the buck must begin to tell a story – something made up on the spot.
3. The player holding the buck tosses it to another player who must catch it and continue the story. The story can take any form just as long as there is an attempt to connect it to the last player’s contribution.
4. Players must not break the flow of the story no matter how fast the buck is passed. Those who have the buck must speak – even if only a few words – and then they can toss it to another.

