Agriculture Education
Cycle 3 Theme: Meaning & Purpose
Thematic Lesson: Group Initiative

Title: Poison Dart Frog

- **Adapted from:** https://www.youthgroupcollective.com/mixers/poisondartfrog
- **Academic/Group Skills Connections:** Nonverbal communication / Creativity / Observations
- **Time Required:** 15 minutes
- **Group Size:** 15-40 students
- **Materials Needed:** none
- **Goals:** Encourage community and levity within the class / Practice observational skills

How to Play:
Have the students sit in a circle. Choose one student to sit in the middle. Have everyone close their eyes. Then have a leader anonymously tap 1 student on the head. They will be the poison dart frog, and their job is to secretly kill other people sitting in the circle. The “detective” in the middle will be spending the game trying to figure out who they are. The poison dart frog "kills" people by making eye contact with the person and quickly sticking their tongue out at them.

Tell everyone they can open their eyes and explain the rules:

1. You must at all times look around at the people in the circle in the eyes (otherwise the poison dart frog won't be able to kill people).
2. If the poison dart frog sticks out their tongue at you, you must wait a couple seconds and then die, dramatically.
3. If you happen to see the poison dart frog stick out their tongue and kill someone else, do not shout out who they are and identify them. Only the person sitting in the middle can make a guess.
4. The “detective” in the middle has 3 guesses to correctly identify the poison dart frog. If they fail to find them, the game is over and the poison dart frog wins.

Pro Tips:

- It's not a fun game unless people make it fun. Dying dramatically is what makes it. Encourage students to die dramatically. Demonstrate for them with some nasty hacking noises, a shrill scream, or whatever other weird noises you can muster up.
- Don't play for too long. Leave students wanting more. This game can become overplayed rather quickly.
- Prep your leaders beforehand so they know the importance of dying dramatically themselves.
- When we play and the poison dart frog kills someone, we have that student place their arms in an "x" across their chest after they die dramatically so the poison dart frog can remember who is already "dead".

Possible Variations

Appoint multiple poison dart frogs for large groups, reduce the number of guesses for the “detective”, have a dramatic dying contest and award the most dramatic performance.

AoP questions:

- What did we do?
- Why did we do this?
- What strategies did you use to be successful?
- How can we use the skills we’ve practiced?
- How can we play differently next time?

Wrap up the activity by asking students to consider the importance of nonverbal communication and how to practice making careful observations.