The Adventure:
The Humming Game is a lot like Hot or Cold. One Cub has to guess a secret object, and his or her teammates help lead the way. Instead of saying, “You’re getting warmer,” or “You’re getting colder,” the Cubs giving clues hum more loudly when the seeker gets close to the secret object, and get quieter the farther away the seeker gets from the secret object. You might want to hum a simple song that everyone knows, like “Happy Birthday” or “O Canada”.

Plan:
• Where will you play the Humming Game?
• How long will you take to play?
• How will your team choose a seeker? How will you decide who will seek next?
• How will your team choose a secret object?
• What objects are fair game and what objects should the seeker ignore?
• What other ways can you think of to play this game?
• What other ways can your team lead the seeker? What will you allow, and what will be seen as cheating?

Do:
• Play the Humming Game! See how quickly your team can lead the seeker to the secret object.
• What other ways can you think of to play this game?

Review:
• What do you know now that you did not know before?
• How did it feel to be the seeker?
• How did it feel to lead the seeker?
• What were you able to do other than hum to lead the seeker?
• How did you work as a team on this adventure?
• How much harder would it be to find the secret object without the help of teammates?

Safety Note:
• What things make safe secret objects, and what things should not be chosen as secret objects?
• Play in a safe space, and speak up if the seeker is close to any hazards beyond your control.

Online Resources:
The Humming Game (www2.peacefirst.org/digitalactivitycenter/files/the_humming_game_0.pdf)