

# The TimeBanking Yarn Game

**Materials:** Two balls of yarn, different colors

Have people stand (or sit if they need to) in a circle.

Give the yarn to one person, ask him/her to say something they can offer.

They wrap the yarn around one finger, then pass or throw the ball of yarn to whomever indicates they can use what has been offered. Try to keep the yarn stretched tightly.

The next person repeats the activity, stating an offer and passing or tossing the yarn.

Let participants figure out how to get the yarn to the recipient if it's difficult.

At a halfway point switch to the other color of yarn and now begin with stated needs. i.e. the participant says "I need piano lessons (or housepainting, or whatever)" and passes/tosses the yarn to someone who could provide that.

When more than one person could receive the yarn choose someone who hasn't had it yet.

If you have time, do this until everyone has some yarn around their finger.

Optional: use a little doll or a drawing on paper of a little person, drop it onto the yarn at a point where it's woven more densely. Hopefully the person will land on the yarn like it's a little safety net.

**Debrief:** What did participants notice about the yarn game? Ask open-ended questions.

You can also ask:

How did you see timebanking's core values represented here? Assets, Redefining Work, Reciprocity, Community, Respect

How did you feel when someone wanted what you were offering?

How did you feel when someone could offer what you needed?

How did the yarn get to people when it was difficult? How is that like real life?

What did we end up with?

Have participants untangle the yarn at the end.



The TimeBanking Yarn Game at 2010 TimeBanks USA Detroit Regional training