



## ACTIVITY: 'BLOOD SUCKERS'

**TIME:** 15+ minutes  
**SIZE:** Large groups  
**SPACE:** Large clear room, sports hall  
**RESOURCES:** Nil

**The aim** is to involve students in an activity where they can anticipate laughter.

**The result** should be practical understanding that everyone needs to schedule pleasant events into their lives.

1. Allow students to mingle and find their own place to stand – then have everyone shut their eyes tight.
2. Explain that two students are going to become vampires – they will know who they are because you will squeeze their shoulder once. Go and choose your two 'vampires'.
3. Explain everyone (vampires included!) must keep their eyes screwed shut and mill around. Every time they bump into someone else, they must ask if the other person believes in vampires. If both are non-vampires, nothing happens. But if a vampire bumps into someone he/she must (gently) pinch the victim's neck. That victim must wait a count of 10, then let out a blood-curdling scream ... and then he/she becomes a vampire, too.
4. If two vampires bump into one another, the first to administer the pinch remains a vampire. The slower pincher reverts to a human.
5. Allow the game to continue until the laughter begins to wane.



## DISCUSSION SUGGESTIONS

- How did you feel wondering if the next person you bump into would be a vampire?
- How did vampires feel knowing they could transform another person?
- How would you describe the sensation of anticipation?
- Why is it that we enjoy safe-but-scary activities (e.g. roller coasters, horror movies)?
- Why is anticipation of a fun event almost as enjoyable as the event itself?
- Why is it important to have fun, enjoyable events in our lives to look forward to? Do they have to be 'big' events to be fun?
- Discuss ways students can schedule pleasant events into their weekly plans.