

Black Magic

ACTIVITY SPECIFICS:

Tool type: Black Magic

Our inspiration:

Format: Offline

Time needed: 40-50 min

SET-UP

Number of participants: 4-20

- 5-10 simple and clearly visible objects (including at least one black object)
- A separate space or possibility for the guesser to leave the room
- 1 facilitator and at least 1 person who knows the game

Focus (SLD topic)

- Attention
- Memory
- Communication
- Inclusion
- teamwork

ACTIVITY OVERVIEW

Black Magic is a team-based observation and guessing activity where one player tries to identify a secretly chosen object from items available in the room (such as clothes, pictures, a sofa, a TV, etc.). The facilitator shows different objects and uses a black object as a signal, without directly revealing the chosen item.

The goal of the activity is not only to guess the object, but also to understand the hidden strategy behind the game. The activity promotes attention, memory, communication, and teamwork in an engaging and inclusive way.

It can be adapted for different ability levels by reducing the number of objects, simplifying cues, or allowing repetition. The game is inclusive and non-judgmental, making it suitable for participants with Specific Learning Disabilities (SLD).



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INSTRUCTIONS / STEPS

1. Two players who know the game start as facilitators. One of them leaves the room as the “guesser”.
2. The facilitator and group secretly choose one object.
3. Before showing the correct object, the facilitator always shows a black object (this is the key signal).
4. The object shown immediately after the black object is the correct one.
5. Players rotate roles and repeat the game.
6. The game continues until participants understand the hidden strategy.

