

Autopilot Game Instructions:

This game's goal is to get people off of autopilot by switching the meaning of words. It gets the participants actively thinking about the actual word, instead of just going on autopilot and blindly following commands. You can see clearly if a participant is on autopilot if he/she automatically follows a command even after you switch the definitions. This is a fun activity to try in the classroom or at large gatherings.

1. Start with two commands: walk and stop. When you say walk, everyone starts walking, and when you say stop, everyone should stop.
2. Add two more commands: clap and name. When you say clap, everyone claps. When you say name, they need to say their name.
3. Switch the definitions of walk and stop. Now, when you say walk, they stop. When you say stop, they walk.
4. Switch the definitions of clap and name. When you say clap, they say their name, and when you say name, they clap.
5. Add the last two commands: jump and crouch. When you say jump, they jump, and when you say crouch, they crouch.
6. Switch jump and crouch. Now when you say jump, they crouch, and when you say crouch, they jump.

Variations:

You can change this activity by either changing the:

- Commands
- Order

The commands depend on how many people there are doing the activity, and the order can be switched up if you'd like. To make it even more complicated, you can add even more commands, then switch them. You may also try this activity multiple times, each time with different commands.