



PEOPLE BINGO

Make a 5 x 5 grid, similar to a bingo grid. Write "FREE" in the center space. In all the other spaces, write things such as "Born in another state", "Is the youngest child in family", or "Elvis fan". Fill in all the grids with items of interest to the people involved. Make a copy for each person.

The participants are to get the signature of a person who meets the criteria for each section. You might want to implement a rule that a person can only sign another person's paper in two spots.

THE HUM GAME

Prepare a card for each member with the name of a well-known song (e.g., "The Star Spangled Banner") written on it ahead of time. You will need as many cards as members, and as many different song titles as desired groups. For example, if you have twenty members and want to break them into five groups of four, you will need five different song titles, each written on 4 cards.

Hand out the cards, making sure to give members clustered together different song title cards. Ask everyone to stand, circulate, and hum the song on her/his card while listening for other members humming the same song. The goal of the exercise is to have all members humming the same song form a group. They cannot talk during the humming. If a member cannot hum, s/he can listen for and join those who are humming her/his song. Ask them to stand with their new group members. Once the groups are completely formed, ask each group to hum their song in turn. (This usually produces laughter.) After all the songs have been heard, ask the new groups to chose a table and sit together.

Variations: Instead of songs, have members organize by animal sounds (e.g., duck "quack", cow "moo", sheep "baaa", etc.), physical actions (e.g., salutes, handclaps, etc.), or whatever types of groups imaginable. As with planning any activity, always keep in mind the needs of any individuals with physical or learning challenges.

Energize Your Team!

TWO TRUTHS AND A LIE

This game allows people to get to know and appreciate one another better, through discovering both common and unique interests and experiences. In groups of three to eight (depending on how much time you want to devote to this exercise) have individuals take turns making three statements about themselves - two that are true and one that is a lie. After each individual makes his or her statements, the other people in their group discuss among themselves which seem most plausible and which is most likely to be the lie. Once they come to some sort of consensus, the individual who made the statements reveals which statement was the lie. This usually sparks a fun discussion.

WHO AM I?

For this activity you will need one sticky note per person. On each note write the name of a celebrity, political figure, cartoon character, book character, etc. You can choose one category or mix them up. Use a different person for each note.

Place the sticky note on the back (or forehead) of each participant. Each participant must figure out who he or she is by asking yes or no questions of other participants. Participants may ask a maximum of three questions to another participant before moving on.

After each round of questions has been asked and answered, participants make a guess as to their identities. If their guess is incorrect, they find a new partner and repeat the process. If they are correct, they move the sticky notes to their chests and become consultants who give clues to those still trying to figure out their identities.

Be sure to choose characters that are appropriate to the age

I LIKE SOMEONE WHO...

Have participants sit down in chairs that form a circle, while you begin the activity by standing in the middle. As facilitator, begin by introducing an "I like someone who..." statement that draws connections among participants – based on preferences, interests, or experiences. Some examples include: "I like someone who... is a night person", "I like someone who... likes sushi" or "I like someone who... has seen the film Life is Beautiful".

Direct all participants who can relate to the statement to move from their spaces and find new seats somewhere in the circle; those who cannot relate to the statement should remain seated. The only rule is that participants cannot take a new position that is directly to the left or right of their current seat. As participants are scrambling for new seats, you also will search for a seat, thus leaving one person without a place. This participant then becomes the person in the middle and provides another "I like someone who..." statement.

DATA PROCESSING

Divide the participants into groups of 10 to 20, depending on the difficulty level you want. The more participants in a group, the higher the level of difficulty. Give directions for the "data" the groups are to use to "process" themselves. The more creative the "data", the more fun the "processing". Give prizes to the group who is the first to correctly process their data. Several rounds can be played in a short amount of time, depending on the size of the groups. Some examples of "data" are:

- ◆ Alphabetical by best friend's first name
- ◆ Alphabetical according to favorite food
- ◆ Length of hair
- ◆ Shoe size
- ◆ Birthdays
- ◆ Numbers of letters in last name



KNOTS OF PEOPLE

Divide the group into teams of 8 to 12 members. Have each person join right hands with another person in the group, but NOT the person standing immediately to the left or right. Then have each person join left hands with another person in the group, but again NOT the person standing immediately to the left or right, and someone other than before.

The goal now is for the groups to untangle themselves without letting go of their hands. They may have to loosen their grips a little to allow for twisting and turning. They may have to step over or under other people. The first group to untangle their knot is the winner. For a little extra challenge, do not let the participants speak during the game. There are four possible solutions to the knot:

- ◆ One large circle with people facing either direction
- ◆ Two interlocking circles
- ◆ A figure eight
- ◆ A circle within a circle

CRIMINAL DEALINGS

You will need a deck of cards to secretly identify the "criminal" and the "cop". You need the same number of cards as participants. One card must be a Jack – the criminal, and one must be an Ace – the cop. All of the other cards should be below ten in rank. Let each person draw and keep a card, without showing it to anyone.

The criminal needs to recruit other criminals by winking at them, but must do so without getting caught by the cop. Any person who sees a wink is to wait a few seconds, so as not to be obvious, and then say, "I committed a crime". That person then turns in his card and is out of the game. Play continues until the criminal recruits all players without being caught by the cop, or until the cop identifies the criminal. If the cop misidentifies the criminal, s/he loses the game.