#### Name Games

### Don't Hesitate (no materials required)

(Names, Community Building)

Divide into smaller groups of 8 - 10 people and have each group sit in a circle.

Get everyone in the room to establish a 2-count rhythm pattern (slowly at first) that is made by slapping their thighs and then clapping their hands. Demonstrate and have everyone follow your lead...knees, clap, knees, clap, knees, clap.

Beginning with the person with the smallest hands as the starter, the groups will get the rhythm going, and then the starter will add their own name on the "knees" beat of the rhythm, immediately followed by the name of someone else in the group on the succeeding "clap" beat. The second person whose name was called has one "knees, clap" interlude before they must respond by using their own name on the next "knees" beat followed by another person's name on the "clap" beat. Encourage the group to make sure everyone gets included in the patterns. Allow the group some time to practice and successfully achieve numerous rounds. If they mess up, instruct the person who did the last "correct" piece of the pattern to get them started again. The first challenge is to see which small group can keep the rhythm going the longest without breaking it. The second challenge is to see which group can establish the fastest rhythm. If the group responds well to this game, it is a great one to use as an arrival activity until everyone gets to the room or to fill in a few minutes at the end of a session if you finish early. You can invite the group to change the pattern from names to fruits, vegetables, favorite cereal, etc.

### ON PON CLAP (no materials required)

(Names, Community Building)

Divide your Small Group in half and form two circles.

Have everyone practice these motions/words with you:

ON, PON, or CLAP as you do these motions:

- On = fingers (of either hand) flat on top of head pointing right or left
- Pon = fingers (of either hand) flat pointing right or left under chin
- Clap = fingers together with a flat hand clap and point across the circle to someone who then
  begins with the ON and starts the process over again. If you want to use this as a name
  game, you can call out a person's name with the clap. It is more challenging without using
  names, so if you are using it without names, it is important to make eye contact with the
  person you are sending the clap to.

Designate the starting person - they say and do the motion for ON (pointing either left or right). The person pointed to says PON and "points" with their motion to the person on either side of them; this person CLAPS, but does NOT say "clap." Do a couple of practice rounds! Mess up and you become a heckler! Hecklers try to get others to mess up. They can say ANYTHING to heckle with 3 conditions: it must be "G" rated, you cannot obstruct any views, and hecklers cannot TOUCH anyone! Play until there are 3-4 people left in each On Pon Clap circle.

## It Ain't Me, Babe (no materials required)

(Names, Community Building)

In small groups of 6-8 people, ask one person to stand in the center. This person has to tell three important facts about themselves using Pantomime: *Family Fact* (something about your family of origin or nuclear family, etc), *Place Fact* (favorite vacation spot, where you were born, etc.) and a *Fun Fact* (unusual hobby, weird thing you did in college, how you spend your free time, etc.). Group guesses, and then the center person chooses the next person to give clues.

## Fast Pass (music, 5-6 sock or lightweight balls)

(Names, Community Building)

This game will be played with the whole group. Start with one ball, hand it to someone in the group, and ask them to start passing it hand to hand (no throwing or tossing) to the right around the circle. When the music stops, instruct the person with the ball to shout out their first name loudly before passing the ball each time it comes to them. Start the music again, tell the group to pass the ball, but introduce one or two more balls into the circle at various points. When the music stops, each person caught with a ball in hand has to shout out their name before passing that ball (and every other ball that comes to them). If anyone has been caught with a ball more than once, then they have to shout out their name AND pass the ball behind their back before passing it on. For the third time folks are caught, have them shout their name, pass ball behind their back, and then under their right leg before passing it on. Fourth time caught must do all of the above plus pass it under their left leg. Keep starting and stopping the music until most of the group has at least one of the "penalties," and there is much shouting of names and laughter.

### Group Juggle (12 sock or lightweight balls)

(Names, Community Building)

Ask each of the small groups of 6-8 to form a circle and to go around their small circle and each say their first name. It will be important to remember these names.

Ask each group to find the person with the biggest foot and send them up to you to bring a "sock ball" back to their group. Starting with the person with the biggest foot, ask them to toss the ball to a person somewhere else in the circle, calling out the receiver's name as they toss the ball to them. The receiver then tosses the ball to someone else in the circle while calling out that person's name. Continue until each person has tossed the ball and received the ball, with the last person tossing it back to the starter. Instruct the group to remember whom they threw to and received from, as this will be a pattern they will need to repeat. Ask them to practice their pattern again.

Once the pattern is established, ask them to do three complete rounds of the pattern quickly, and make sure they shout out the names so that everyone can learn them. Have them give a cheer when their group finishes.

Now, add a second ball to each group, instructing the starter to add it to the pattern once the first ball has gotten beyond the second person in the pattern (prepare for chaos and laughter). Give instructions for the group to "reverse" the pattern so that they are now throwing the ball to the person from whom they received it in the previous round. Give the groups one practice round. Challenge them to do four rounds in reverse, using both balls.

# Pass Your Own Name Game (no materials required)

(Names Community building)

Divide into 4 groups.

Have the youngest player in the group start by pointing a straight arm at someone across from them in the circle. With the point, the pointing player must call out their OWN name (not the name of the person they are pointing to). Sounds too easy? This would be great to do along with Look Down, Look Up (see below).

# Pass Your Own Name combined with Look Down, Look Up (no materials required) (Introduction, Community building)

Start with Look Down, Look Up (see directly below) and play 2 rounds. Then, with groups formed, play Pass Your Own Name Game. Then, another 2-3 rounds of Look Up, Look Down to mix up groups, and then another round of Pass Your Own Name.

# Look Down, Look Up (no materials required)

(Community Building)

Divide the group into smaller groups of approximately 6 to 10 folks standing shoulder to shoulder in small circles. Instruct everyone to look down at their shoes. Tell them you will say, "Look down, Look UP!" and when they hear the word, "UP," they are to look directly at another person in their small group. If that person happens to also look directly at them, they both are bumped out of that circle and must quickly move to find another small circle to join. Play six or eight rounds until some small circles start to disappear.

### **¥Get-To-Know Each Other**

## Four Corners, Four Choices (no materials required)

(Introductions, Community Building)

Tell the group that you are going to give them four choices of answers to a list of questions and that they need to move to the corner of the room that best answers the question for them - they have to choose one. As you read out the questions, designate appropriate corners of the room for them to move to.

- Favorite season of the year (fall, spring, winter, summer)
- Favorite sport (basketball, football, soccer, volleyball)
- Favorite soft drink (Coke/Diet Coke, Mountain Dew, Dr. Pepper, Pepsi)
- Favorite time of day (early morning, late night, lunch time, sunset)
- Favorite way to communicate (Facebook, phone call, text messages, Instagram)
- Quarter of year in which their birthday falls: Jan-Mar, April June, July Sept, Oct Dec. Once folks move to the corner of their choice, have them get in pairs or trios and do a quick intro, and answer a question from the conversation starter list. Then, throw out another forced choice question to move them to new corners and repeat the process.

## Oprah Asks (no materials required)

(Introductions, Community Building)

Instruct the small groups to find the person with the longest hair in their group and ask this person to move to the center of the circle as the first celebrity to be interviewed. The person who was to this person's right in the circle will go first by asking an "interview" question of the celebrity in the center, such as "how many brothers and sisters do you have?" or "what is your favorite animal?" or any other appropriate question. Celebrities may "pass" on a question if it feels too personal. Moving around to the right, everyone standing in the circle asks a question of the celebrity in the center, and then that person steps out and the person on their right becomes the newest celebrity to be interviewed. Continue until everyone in the circle has had the chance to be interviewed. Challenge the group to be creative, but appropriate in their interview questions.

### These Shoes Have Been (no materials required)

(Introduction, community building)

Share among your group of 6-8 where the shoes you are currently wearing have been. You can be as specific as you wish about one certain place, or try to actually think about all of the places that you have been while wearing those shoes.

### Connect 4 (no materials required)

(Introduction, community building)

Working in small groups of 4, find 4 things your group has in common.

Each group now reaches out to combine with another group and find 4 NEW things you all have in common. You can't use anything from either of your previous lists. Reach out one more time to combine with another group and repeat task, trying to find 4 NEW things not on any of your previous lists. Examples may be: we all have siblings, we've been to New York, we've been to a musical, and we all have a family member in the military service. Encourage groups to stay away from "trivial things" like brown hair, blue eyes, and we're at Montreat. This should then get your small group in to two large groups - or you can stop at 8, and your small group would be in 4 groups

### Commonalities (no materials required)

(Introduction, community building)

Tell your group that you are going to start naming commonalities (things about yourself that someone could not tell just by looking at you), and if those commonalities are true for anyone in the group, they should come stand next to you. If multiple people share the common trait, they must determine which one of them joins you, as ONLY ONE joins the group/line at a time. For example, you could say you have a sister. Someone else in the room who has a sister then stands next to you. That person then starts saying things about themself until someone matches the statement. The person who matches gets in line and this process repeats until everyone in the group is in line. Continue playing until everyone is in one line. The commonalities can be as narrow as, "I was born on July 19, 1978," to as general as "I take showers." This game works well to show that everyone in the group has things in common, and there are always things about other people we did not know until we start asking questions.

One fun way to play is to go slow the first couple of people and then, once the group understands how to play, challenge them by giving them a two minute time limit to get the rest of the group in a line. Make sure you are ready to give suggestions of commonalities or let other group members help in case someone gets stuck. It is meant to be fun for all, not to put someone on the spot, and as the leader you just pretend to time them. You could always play it again later in the week and have them to try to beat their old time as well.

## Turn & Switch (no materials required)

(Introduction, community building)

A mix and mingle activity. Folks are asked to find a partner (that they do not know well), introduce themselves, and find something out unique about each other. When you do this, you will then exchange a personal item with them. An example would be a hat, earring, shoe, etc. You can have the whole group come together and introduce the person they met, sharing their unique fact and returning their personal item. Or, you can make this a competition where the first person who successfully meets 5 people and is able tell the leader which item belongs to whom and their uniqueness that was shared gets kudos.

## What Do You Like? (piece of paper and pencil for each group)

(Introductions, Community Building)

Ask each small group to have a volunteer write the following ten categories down the side of a piece of paper. When the leader shouts, "Go," each group has to find one item in each category that everyone agrees that they like. Write it down beside the category. Then find an item in each category that everyone agrees they don't like. Write it down beside the category. Give a soft "shout out" when your group is done. Pick the most interesting three categories that you will share with the other groups.

Food

TV Show

Song

Hobby

Sport

School Subject

Celebrity

Vacation Spot

Game

Way to spend weekend

### Build A Handshake (no materials required)

(Introduction, community building)

Start by having everyone find a partner. Each pair creates a special handshake that will have three parts or moves. Practice it enough so they can teach this handshake to someone else. After the pairs have had a few minutes to practice, ask everyone to reach out to another pair to make a group of four. Say "hello" and introduce yourselves. Teach each other both first handshakes and then put the two handshakes together in order to form one longer handshake. Practice so that you are able to teach someone else the new handshake.

After these pairs have practiced for a while, reach out to another group of four to make a group of eight. These new groups will now share their handshakes with each other and then put them together to form one long handshake with 12 parts or moves.

Have a couple demonstrate their handshake. Do we dare go one more round?

# Spy vs. Spy (no materials required)

(Introduction, community building)

Form one large circle, count off 1, 2, 1, 2. Have 1s take one step into the middle of the circle, turn to their right and step to face the number two they were previously standing next to. This will form inner and outer circles, with partners facing each other.

Ask each person to come up with a question they will ask in order to find out something about their partner that they cannot tell by looking at them. They will keep their same "spy" question the entire time; meaning they will ask the same question to every person they meet. Have partners each ask their question, giving them 1 minute at most for each pair to ask and answer. Have the inner circle rotate one or two or three people to the right. Have them introduce themselves to the new partner and ask them their "spy" question.

Example may be: What is your favorite road trip you've taken?

At the end, you can ask group members to share their "spy" question and some of their favorite responses and who they gave them that response. Just another way to learn about and get to know each other.

#### **Deck of Cards Mixers**

(Deck of cards sorted according the information for each activity)

### This Many Facts

(Introductions)

Use only the numbered cards 2 through 10. This activity requires that each person have one card from a deck of cards, using only the numbered cards 2 through 10. Ask each small group to find the person with the most jewelry on, and that person will be the starter person for this activity. Beginning with the most "bejeweled" person, ask them to look at the number on their card, and that is how many facts they have to tell the group about themselves. Once that person has finished, move to their right and go all the way around the circle sharing the number of facts that match their cards.

Add 'Em Up (music)

(Introductions)

Using only the numbered cards 2 through 10 in all four suits, hand out one card at random to each person as they arrive. Give instructions that when they hear music start, they are to move around the room, swapping cards with multiple people, making sure they always give one card and get one card back. When the music stops, they are to listen for further instructions. At each point you stop the music, ask folks quickly to get themselves into groups that add up to a number you call out (any number above 11 that would require two or more folks to create it.) Once they find a group that works out to be the appropriate total, have them quickly introduce themselves and share one fact you suggest, such as their favorite room in their house or favorite song or ice cream flavor. (Give instructions that anyone that doesn't find a group should quickly form their own group or jump into the nearest one for fact sharing.) Once facts are shared, start the music and do several more rounds that mix folks up.

### Shuffle the Deck (music)

(Forming groups, Introductions)

Using only the numbered cards 2 through 10, with an even sampling of all four suits. As folks arrive, hand each person a card from the deck, Use some background music to have folks move around to swap and trade. When the music stops, give one of the following instructions: Find everyone else in the room with the same suit of card as yours (forms four different groups). Find everyone in the room who has the same number on their card as you do (forms groups of three to four, depending on large group size). Find everyone in the room with the same colored suit as you (forms two large groups). Look at your card and determine if it is an "odd" or "even" number. Find everyone else in the room with the same category of "odd" or "even" as yours that is the same color as yours (forms four groups). Once in any of these groups, you can use get-to-know you questions, or just move into an activity that requires these size groups.

**One of a Kind** (Divide deck into 4 piles by suit & 4 copies of question sheet.) (Introduction, Community Building)

Divide the small group into four smaller groups: spades, clubs, hearts and diamonds. Distribute a suit from the deck of cards to each group for participants to draw from, and give them one of the question sheets. Explain: draw a card and answer the question that corresponds to your card. Have the oldest person in the group draw first answer the question, keeping the card they drew until all cards have been used. The person to their left goes next. When all cards have been drawn, put all the cards back into the pile, shuffle, and repeat again Example of questions may be:

A = On a trip, do you prefer a hotel or camping out?

K = If a friend were going to make you an omelet, what would be on it?

Q = What is your favorite room in your home?

J = A favorite restaurant, and what would you order?

10 = Last movie you saw, and would you recommend it? Why or why not?

9 = Favorite pizza toppings

8 = What are you looking forward to this week?

7 = If Jesus sat down next to you on the bus, what would you ask him?

6 = Waffle House or IHOP?

5 = Favorite vacation spot

4 = What are four words to describe your family?

3 = Do you like surprises? Why or Why not?

2 = Two words the best describe God for you?

### Community Building - Higher Activity Level

### Add Em Up (no materials required)

(Introductions, Community Building)

Find a partner, stand facing each other. Introduce yourselves to one another. Instruct folks to put one hand behind their back and raise any number of fingers. Leader counts to three. Together – and on 3, partners bring hands out from behind their backs. Add the fingers on both hands and shout out the number. Who is the better mathematician? Find a new partner, introduce yourselves and play again. After a few rounds do this using two hands - higher math!

## Thumb in the Hole (no materials required)

(Introductions, Community Building)

Find a partner, stand facing each other. Introduce yourselves to one another. Instruct folks to put their right hand in the air and then put up their right thumb. Next, put their left hand in the air, take that hand and make a fist, then open it up so you can see through it. Now, put your thumb into your partner's fist. When I count to three, you are going to try to pull your thumb out of your partner's fist, and at the same time, attempt to capture your partner's thumb in *your* fist. You may want to ask someone to demonstrate with you. Optional: have each pair reach out and add a second pair to their group, and do this in a circle group of 4, then 8.

### Lock 'n Guess (music)

(Introductions, Community Building)

Mix, and when music stops, partner up with someone close to you....lost and found up front (leader find these folks partners, or be their partner).

Tell your partner your full name, where you are from, and what musical role you play in your home church. Then, turn back to back. Without looking, describe your partner's shoes to them – color and kind. Face each other. If you were correct, give each other a high five. If you were wrong, run around your partner twice. If you were both wrong, shrug and say, "Better luck next time!"

Leader plays the music again as group mixes. When music stops, partner up with someone close to you....lost and found up front. Tell your partner your *full* name, where you are from, and what you like best about your school or work or home town.

Turn back to back, and without looking, tell your partner what their middle name is. Use your own questions, these are just examples.

# Hot Dice (piece of scrap paper for each person, 4 dice and 4 pencils) (Community Building)

Divide into four groups. Give each group a die and one pencil. Each person needs a piece of paper. Tell the groups to hand the die to the youngest member and to put the pencil in the center of the group. The youngest person rolls the die, and turns progress around the circle to the right. As soon as anyone in the group rolls a "six," they grab the pencil and start numbering their paper from 1 to 50. Meanwhile, the group quickly continues passing and rolling the die until another group member rolls a "six." That person then gently "snatches" the pencil from the first person who was numbering and starts numbering their paper while rolling of the die continues by the rest of the group. If a person has begun numbering their paper, lost the pencil, and then rolls another "six," they pick up numbering where they left off on the previous turn. The first person to get to "50" is the winner. Tell groups to start over if they finish quickly, and play a second or third round.

### Fifty-Six (4 die)

(Community Building)

Tell the groups that you are going to help them practice their math skills. Their task is to roll the die, passing it to the right after each person's roll, and add up each roll until their group gets to 56 or beyond. The only challenge is that if anyone rolls a "5," the total goes back to zero and they have to start over. See which group can get to "56" first, and have them give a shout. Play a couple of times if play goes quickly.

# **Gimme Five** (4-6 scraps of paper for each group, 1 pencil for each group) (Community Building)

Give small groups of 6 - 8 people a stack of notecards or a stack of scrap paper and a pencil. Tell the group to recruit a recorder. Tell them you will call out instructions for them to give you five things in a certain category. Their goal is to legibly write five correct answers on their card and send it with a runner to you before other groups can do the same.

- Gimme five occasions when people send greeting cards.
- Gimme five things people compliment each other on.
- Gimme five games you play standing or sitting in a circle.
- Gimme five types of pies without fruit.
- Gimme five items usually used in summer.
- Gimme five decisions most people have to make every day.
- Gimme five foods associated with Christmas.
- Gimme five objects that would hardly make a sound when dropped.
- Gimme five phrases or expressions that include the word "good."
- · Gimme five brands of soda.
- Gimme five synonyms for the overused word "great."
- Gimme five appliances found in most homes.
- Gimme five things you can usually find in the sanctuary of a church.
- Gimme five things people often don't like about their appearance.

PERSONALITY PURSUIT (notecards, writing utensils and two containers to put notecards into)

(Arrival activity and Community Building)

As people arrive, have them write down as many names of FAMOUS people as they can think of (only 1 per notecard). People can be real or fictional, dead or alive (cartoon characters are acceptable). Put them in the container. After they are collected, shuffle these between the containers. Divide group in half and the notecards in half. Explain that each group is going to choose a clue giver who will give verbal clues, trying to get their group to guess the name they have drawn out of the container. When the group guesses correctly, that clue giver will draw another notecard, trying to get their group to guess as many as possible in the 30-second time limit. This happens simultaneously for both groups, each with their own clue giver and set of notecards, so it can get loud. Teams keeps track of the number of cards they've correctly guessed. Clue giver can pass, either without giving any clues, or if they are not having any luck leading their team to the right answer. Leader keeps time for both groups simultaneously. Take volunteers from each group to give the clues — everyone in the group does the guessing. You can do this one team at a time, but it isn't quite as much fun as the chaos of doing it simultaneously.

### Opposites Attract (no materials required)

(Community Building)

Ask folks to mingle around the room and try to find someone who has approximately the same shoe size as they do, and grab this person as a partner. After a moment, invite anyone without a partner to come to the front of the room and grab anyone else who is still without a partner at that point. Ask those pairs to come up with two things that are always associated with each other to use as their "signature" (black and white, salt and pepper, peanut butter and jelly, Jack and Jill, etc.). Tell the pair that each of them should claim one-half of their "signature" as their own word. Instruct the pairs to divide up with one of them going to one end of the room and the other pair going to the opposite. They are to tightly close their eyes, tip their heads toward the ceiling, hold their hands up in front of them as "bumpers," and proceed to shout out their half of the "signature" while listening for their partner to do likewise. Moving slowly and gently, head across the room to find partners with eyes completely closed.

# Left-Hand, Right-Hand Person (no materials required) (Community Building)

In a scattered formation with everyone standing, the leader asks each person to silently pick out one person in the group (without that person knowing they have been chosen). Tell the group "that person" is your LEFT-HAND PERSON. After reminding everyone to remember their left-hand person, direct each person to silently pick-out a different person, again without that person knowing it. That second person chosen is your RIGHT-HAND PERSON. Tell the group - When I say "Go," please move freely around the room in such a manner that you always have your LEFT-HAND PERSON on your left, and your RIGHT-HAND PERSON on your right. Every time this is accomplished, each player should say "Wah" (to symbolize a state of satisfaction).

(Note—Instruction should be given that everyone's personal space needs to be respected. It is a foul to bump or touch another player). Multiple rounds can be played in a short time. After each round, take a moment to have everyone simultaneously point to the LEFT-HAND PERSON and then to their RIGHT-HAND PERSON. Enjoy!

### Count Off (no materials required)

(Community Building)

Have each group of 6-8 attempt to count-off up to 25 without any instruction on where to begin or how to accomplish the task. If two people say a number at the same time, the group must start over. Everyone in the group must contribute. See how many attempts it takes the group to complete the task. It's harder than you think! You can up the challenge by having the entire group attempt to count off (up to the number of folks in your group).

## Human Etch-A-Sketch (list of objects for groups to build)

(Community Building)

Divide the large group into two or three groups, trying to get as close as possible to equal numbers. Designate "sketching areas" for each team.

The goal is for the group to create pictures (using just their bodies) of items that are called out by the leader and to do it as quickly and creatively as possible. For example, let's say the "sketch" is to be a bicycle. Creativity points if the bike has moving parts, like pedals or wheels! Encourage the groups to be creative. Start out simple in the beginning with the "sketches" so they can get the hang of it, then move on to more detailed "sketches."

# Ultimate Rock, Paper, Scissors (no materials required) (Community Building)

As a reminder for anyone who has never played Rock, Paper, Scissors, participants Pair-up, facing each other. The leader explains that everyone will hold one hand out, flat with palm up. With the other hand balled into a fist, each person will hit their own fist into their own hand three times in a rhythmical manner, then immediately on the fourth time:

- (1) keep the fist (for rock), or
- (2) extend two fingers, as in a cutting motion (for scissors), or
- (3) flatten the fist to a palm down (paper).

The leader explains that rock would crush the scissors, scissors would cut the paper, or paper would cover the rock. (Note: If the two players give the same symbol, they immediately continue until there is a "winner" for the round.)

After a couple of warm-up times, the leader announces that each twosome will play one round of Rock, Paper, Scissors. The "winner" of the round will advance to find and play against another "winner," while their original opponent becomes their cheerleader. This continues quickly, with each round having one "winner" followed-by, and cheered-on by, an increasing number of cheerleaders/vocal supporters.

Ultimately, the game will come down to two players who have been winners of several rounds, and almost half of the total group cheering-on their player.

Teaching Point—Ultimately, after that final round, we are "all on the same team."

# Rock, Paper, Scissors Line relay (no materials required) (Community Building)

Have the group form two, three, or four single file lines of an equal number of people. The person at the front of each line turns to face the person behind them. When the leader says, "go," they play *Rock, Paper, Scissors* until the second person in line wins. The second person immediately turns to the third person and repeats until the third person wins and turns to person behind them. When the person in the back of a line wins, the relay is complete.

### Slow Tag (no materials required)

(Community building)

Set the boundaries of your space and ask everyone to get into their own personal space within the boundary. No one should be able to touch anyone at this point. This is a tag game. If you get tagged you must sit down. The leader calls "step." Each player can take one step WITH ONE FOOT- in any direction. The other foot may not move from its original spot. If it does, the person must sit. The leader calls, "step," again. Now the other foot can take a step in any direction. The goal is to not be tagged by anyone else. If you get tagged, you must sit, but you are not out of the game. You can still tag payers within your reach, but you must be in the sitting position. You can't tag the player who tagged you. Play until there are two players left standing.

### Community Building - Lower Activity Level

# Popsicle Stick Pictionary (4 dozen popsicle sticks, list of items to draw) (Community Building)

This game works best in smaller groups of 6 to 8 people. Give each small group a dozen popsicle sticks. Have them find the person with the birthday closest to today and ask that person to be the first artist. Have that person come up to the front to see the word they have to communicate using only the popsicle sticks as their art form. Take turns as artists by moving around the circle to the original drawer's right. (suggested words: school bus, stop sign, chair, bridge, skyscraper, tree, house, mountain, dog, etc.)

### Copy Cat (no materials required)

(Community Building)

In small groups, each person silently picks someone else to be "their personal leader." Once choices are made, ask everyone to close their eyes. Say, "When I give the signal, everyone open their eyes. Unobtrusively look at the person you've chosen, and start imitating their every move and posture, but without giving away the fact that you have chosen them." See what evolves in your group.

## Blind Drawing (paper and writing utensil for each person)

(Community Building)

Give the instructions for everyone to orient their marker to the middle of their paper and then look up at the ceiling and not look down until instructed to do so. Tell them to draw the following on their page (without looking down!!):

Draw the Empire State Building on the left side of your page.

Now go up to the top of the building and put a flag on top.

Draw a bus on the street in front of the building.

Draw a bird flying by the 10th story window.

Draw a lady walking her dog on the other side of the street from the bus.

Now, look down and admire your artistry. Proudly share your drawing with the folks on either side. You can change up what they are drawing based on the theme of the day or your imagination.

### Peek-a-Who (blanket)

(Names, Community Building)

Split group into two groups. Hold a blanket or a tarp between the two groups. Have one person from each team stand up right in front of the blanket or tarp. Lower tarp. The first person to say

the other person's name wins. Loser goes to other team and the goal is to be the team who ends up with everyone on it.

**Significant Event** (Coins, so you can use date from coin, or slips of paper/notecards with the years 2000 - 2019 written on each notecard. You will likely need 2 sets of these, as each person gets one.)

Each participant will get a coin (or slip of paper with a year on it) and look at the year on the coin. Think of a significant event to share that happened in that year - a personal event or something that happened locally, in their state, the nation, or the world.

Example - year is 1977 -- responses may be Star Wars came out or Elvis Presley died. Another option - shout out a year (2013 for example), and everyone in their group would share an event that happened in 2013 (like, I got my driver's license, went on my first date, etc.).

# In the Manner of the Adverb (no materials required) (Community Building)

Have one person volunteer to be "it" and leave the room while the rest of the group picks an adverb for that round (Examples: happily, angrily, enthusiastically, quickly, slowly, etc.). Call "it" back into the room. "It" then stands in front of one person in the group and asks them to do something "in the manner of the adverb." For example, "walk across the room in the manner of the adverb," or "sing a song in the manner of the adverb," or "take a drink of water in the manner of the adverb." The person "it" is facing then has to perform the task in the appropriate manner, after which, "it" tries to guess the adverb. "It" gets to ask up to three different people to perform tasks, making a guess after each one. If, after the third guess they are unsuccessful in guessing the adverb, the group reveals the adverb and a new "it" volunteers or is chosen for the next round.

**Silent Hog CALL** (Newsprint with names of several animals that do not normally make a distinctive sound - examples Iguana, Manatee, Flying Squirrel, Perch, Armadillo) (Community Building)

Ask the group to silently select one of the animals. Gather into groups of the same kind of animal without using human language or writing. When the groups look properly settled, call out each animal and ask the groups to respond when you call their animal. Check on success. Good for transitioning into an activity to make up small groups

# **Portrait Gallery** (paper and writing utensil for each person) (Community Building)

Distribute a piece of paper and marker to each person in each group of 6 to 8.

Ask them to write their name in the upper right corner of their piece of paper.

Instruct each person to draw the **outline** of a shape that represents their face in the middle of their piece of paper, using most of the page to do that. DO NOT draw anything except the outline. Instruct each person to pass their paper to the person on their right.

Have that person look at the name in the upper right corner, study the face of that person, and have them add the **nose** to the face. Once done, pass the paper to the next person on the right. Have that person again look at the name, study the matching person's face, and ask them to draw the **mouth** on the portrait.

Pass again and ask this person to add the eyes only (no eyebrows) to the portrait.

Pass the page again and ask this person to add the ears.

Pass again and have this person add the hair.

Pass one final time and have this person add the neck, any jewelry, and anything else that

would make the portrait complete.

Pass the papers back to the owners and ask each person to hold their "portrait" just under their face and let their group admire their work.

### Pass a Face (no materials required)

(Community Building)

This is a variation on the old Gossip game. Line small groups of 6-8 people up single file so that each person is facing the back of the person in front of them. Instruct the person at the back of the line to "create" a unique facial expression, tap the shoulder of the person in front of them, and then pass that face to them when they turn around to look. That person will in turn tap the shoulder of the person in front of them and pass the face they just observed. Continue up the line until the first person in line has received the face. Ask the last person in line to stand beside the first person in line and have them simultaneously make the face and see how well the group did passing it.

WHAT FLAVOR ICE CREAM? (newsprint with Question List so all can see, 2-3 pieces of paper per group and writing utensil for each group)

(Community Building - this takes about 15 minutes so use if you've somehow run out of manual activities)

Divide into 4 groups of 6-8.

Post these questions on newsprint for all to see:

What flavor ice cream?

What kind of tree?

What type of fabric?

What make of car?

What kind of building?

What kind of bird?

What song?

What color?

Each group is to pick 3-4 names of people - real, fictional, dead or alive. They will use the question list to give clues about the people they have chosen. For each name, they will figure out what kind of ice cream would describe that person, what kind of tree, fabric, car etc. After they have finished, they will share these answers with the other groups who will try to GUESS who they have described. Ask the whole group to help you figure out this example: if George Washington were a flavor of ice cream what would he be? (Neapolitan?) If he were a tree what would he be? (Cherry) a monument, an eagle, Star spangled banner, Etc. Have them do a sample with you...like John the Baptist. If there is time to do 3-4 names they can make/share progressively harder answers. It won't matter if there are duplicate names, as they'll have different clues.

**Tell Us A Story** (4 sets of notecards, each card having one of the prompts listed below. Each group would have a full set of prompts.)

(Community Building - Use this later in the week when folks are more comfortable sharing.) In small groups, each person chooses a card, reads the prompt, and shares. Of course, allow for passing on a question and choosing a second one.

<sup>\*</sup> Tell about your first time away from home. Then tell us about how you are different now from the person you were then.

- \* Tell about a time you were afraid. Then tell us about how you are different now from the person you were then.
- \* Tell about a time you were lost. Then tell us about how you are different now from the person you were then.
- \* Tell about a time you surprised someone. Then tell us about how you are different now from the person you were then.
- \* Tell about a time you helped a total stranger. Then tell us about how you are different now from the person you were then.
- \* Tell about a time you didn't get enough sleep. Then tell us about how you are different now from the person you were then.
- \* Tell about a time you had a first impression that didn't turn out the way you thought it would. Then tell us about how you are different now from the person you were then.
- \* Tell about your first job or day at school. Then tell us about how you are different now from the person you were then.
- \* Tell about a time you were supposed to be someplace and forgot. Then tell us about how you are different now from the person you were then.
- \* Tell about the first time you had to speak in public. Then tell us about how you are different now from the person you were then

### Conversation Starters......

How would you describe yourself to someone who doesn't know you? What things are you grateful for?

What were some of your favorite activities to do growing up?

Describe your perfect day, real or fictional.

What have you learned about yourself in the past week?

If you could have one wish come true, which one would it be?

What is your favorite book and why?

Who have been/are your mentors?

What talent are you most grateful for?

When is your favorite time of day?

If you could meet any one, real or fictional, past or present, who would it be?

What is your favorite season and why?

What color describes you best? Why?

What is something that you have never told anyone?

What makes you laugh?

What rituals do you have in your life?

Share one of your most embarrassing moments.

What are some accomplishments that you feel good about?

Describe a favorite holiday memory.

### **Graffiti Sheet Prompts**

### Name Your Favorite (newsprint, markers)

Pick any number of these to put on graffiti sheets around the room and ask folks to put their responses on them as they come into the room.

### Name Your Favorite...

- Actor
- · Amusement Park Ride
- Athlete or sports star
- · baked potato topping
- · barnyard animal
- big city
- · board game
- book you were forced to read for school
- · boy band
- breakfast food
- · bumper sticker phrase
- · candy bar
- children's storybook
- · Christmas tradition
- · circus act
- · color to wear
- · comfort food
- commercial jingle
- computer font
- · country you'd like to live in besides U.S.
- decade
- dessert
- · destination if you had a time machine
- Disney character
- dollar store item
- · family vacation you would like to take
- food to eat at Thanksgiving
- · free time activity
- · fruit
- game show
- halloween costume
- instrument you'd like to learn to play
- jellybean flavor
- junk food
- · make of car
- Musician