

Name Games

Dear Dolores

Have everyone sit in a circle. One person begins by giving their name, plus an adjective that begins with the first letter of their name. (e.g., Jolly Jim, Happy Holly). The next person repeats the person's name and adjective and then their own name the same way. Continue around the circle.

Toss A Name

Standing in a circle, the person with the ball tosses it to someone new and says "Here you go, _____" (the name of the person they're throwing it to). When the other person catches it, they say, "Thank you, _____" (the name of the person who threw it) and then calls upon another person to toss the ball to. After the balls have been tossed for a couple of minutes, start a second ball going at the same time, then a third, and finally a fourth.

Story of Your Name

Each person takes a turn talking about their name. Each person goes through each part of their name and talks about the significance or meaning behind each part. This can either be by talking about the meaning, a story related to that part or the reason that they have that name. Each person does this in a circle. *If possible (not required) each person writes out their name on either a white board or some poster paper where everyone can see their whole name and at the end you have a visual/spread of everyone's names on the board.

Just Their Name Game

Everyone stands in a circle with one person in the middle. Then, the new person in the middle says another person's BUT cannot pick someone who has already been in the middle. (For example, Emily starts in the middle and says Alex. Then Alex switches places with Emily. Alex then says a new person's name. However, Alex cannot say Emily's name since Emily has already been in the middle.) Each person goes until everyone has been in the middle and the last person chooses the first person's name (If Alex is the who started and Emily is the last person to be in the middle, then Emily picks Alex). Now, once everyone has linked to a specific person, a second round happens in the same order. The challenge is to go as fast as possible by knowing your person's name and switching places fast.

Dance Craze

Each person takes their turn going in a circle introducing themselves. But each person must have a dance move associated with their name. After the first person, the second person introduces the first by saying "This is _____" and doing the first person dance move at the same time. Then the second person introduces themselves and creates their own dance move. The third person then introduces the first and the second person with their associated dance moves and then creates their own. The fourth goes on in a similar fashion until the last person introduces everyone before them. Depending on difficulty, you can limit people to just having to introduce themselves to the person immediately before them.

Get-To-Know-You Games

I Have A Link

One person stands and talks about themselves.* When someone in the group has something in common with something they've said, they say "I have a link!" and then link arms with the original participant. Only one person at a time. Once they have linked arms, the new participant declares the thing in common and

then begin talking about themselves until someone else comes up with something in common. Participants have to keep sharing until there is a connection. The activity continues until all group members are “linked up.” The final participant must talk about themselves until the first participant can find a link.

** Participants can share whatever they'd like (hometown, siblings, pets, etc.). However, you can also ask participants to share a story about themselves instead, to make the game feel a bit more personal.*

TIP: It is helpful when the OL starts the game off by sharing about themselves, to give participants context as to what they may want to share.

Look Up

Players stand in a circle, all with their heads looking down. The facilitator yells “look up”. All players look up at someone else (they cannot change who they are looking at after they look up). If two people happen to be looking at each other (i.e. make eye contact), they are out. The facilitator then says “look down” and everyone looks down. The facilitator then says “look up” and the process continues. The game continues until there are only two players left. Have pairs who are “out” take a seat together outside of the circle and spend the remainder of the game getting to know one another. When the group comes back together, have pairs introduce their partner to the full group, sharing something they’ve learned about them.

Mystery Fact

Hand out a piece of paper and a pen to each person playing. They then need to write down a “mystery fact” or story about themselves - they can be simple and straightforward, or more obscure. Once they have finished, get them to scrunch up the piece of paper into a ball. Next, have players put their paper ball into a bowl. Mix them up, and then pass the bowl around and have each player take a new fact. One by one, have each player read their new fact aloud and try to guess whose it is. If they’re wrong, the entire group can chime in to help. Once the correct person has been identified, they can share more about their mystery fact. Go around until everyone has read/been identified.

Active/Energizer

The Grouping Game

Have everyone walking around and mixing about in a small area with room to not bump into people. While they are walking, you can play music until a command is given (Similar to musical chairs). When the facilitator is ready. They stop the music abruptly and quickly yell out a number. When the players hear the number, they quickly make groups that are the size of the number. For example, if the facilitator yells three, everyone forms groups of three. If within 5 seconds there are folks who have not formed the proper groups (less than 3, more than 3, etc.) then those folks are out. The game continues until there are just two people left and those two people win!

TIP: If you want to get challenging, later in the game you can yell out more complicated groups. For example, 4 elbows (this means each group must be touching four elbows together, but only one elbow per person so a pair would not count). Another example, 2 glasses where in each group you can only have 2 pairs of glasses no more or no less.

Rock Paper Scissors Evolution

Player must wander around the room and battle each other in Rock, Paper, Scissors. The winner evolves to the next stage and the loser stays as they devolves into the lower stage. The first player to win as a human wins the game. The stages are:

1. Egg - person holds both hands on top of their head so they look like an egg.
2. Chicken - make chicken sounds and flap your wings.

3. Dinosaur - act like a dinosaur (roar).
4. Gorilla - act like a monkey.
5. Human - wave and act like a human (say I'm a human).