

When seated in a circle, give each girl a handful of M&M's. Explain each color represents a cue to say something about themselves. For example:

Red-tell something about your family,

Green-tell something that you did over the summer

Yellow-tell what you like to do in your spare time

Blue— tell about a pet you have

Take turns going around the circle saying something about each color. Brown M&M's are free just to eat.

Take a bunch of pictures from a magazine and cut them in half. Pin one half to one girl (on her back) and the other half to another girl (on her back). Then have all of the girls try to find the person who has the missing half of their picture. (They cannot look at their picture before you pin on them.) Each girl must ask other girls questions about her picture so that she can guess what it looks like and find the missing half of her picture.

Marooned

You are marooned on a island. What five (you can use a different number, such as seven, depending upon the size of each team) items would you have brought with you if you knew there was a chance that you might be stranded. Note that they are only allowed five items per team, not per person. You can have them write their items on a flip chart and discuss and defend their choices with the whole group. This activity helps them to learn about other's values and problem solving styles and promotes teamwork.

The Interview

Break the group into two person teams (have them pick a partner that they know the least about). Have them interview each other for about twenty minutes (You can also prepare questions ahead of time or provide general guidelines for the interview). They need to learn about what each other likes about their job, past jobs, family life, hobbies, favorite sport, etc. After the interviews, reassemble the group and have each team introduce their team member to the group. This exercise helps them to learn about each other.

Positive Impressions

<p>MATERIALS:</p> <ul style="list-style-type: none">• Pencils (one per person)• “Initial Positive Impressions Sheet” (one per person) <p>TIME: 30 minutes</p>	<p>PROCEDURE:</p> <ol style="list-style-type: none">1. Have the group sit in a circle on the floor. Explain that each person will receive positive feedback on how he or she is initially perceived by others. Each person will have about a minute to introduce and tell about themselves. Tell them that as each person speaks, the other group members are to listen quietly. After each person speaks, the group may ask questions to help clarify what the speaker said.2. Ask for volunteers to begin the introductions (you may need to begin the process yourself), and continue until everyone has had a chance to speak.3. When all participants have introduced themselves, pass out the “Initial Positive Impressions Sheet” and a pencil to each person. Tell them to fill in the names of each person in the group and their positive impressions of each person. Let them know that they’ll be reading the positive impressions to the group.4. When the group is finished filling out the “Initial Positive Impressions Sheet,” ask for a volunteer to begin receiving feedback. Have all the participants share their impressions with the volunteer. Have the participants take turns being the “receiver” <p>Initial Positive Impressions Sheet</p> <table border="1"><thead><tr><th></th><th>Name</th><th>Impression</th></tr></thead><tbody><tr><td>1.</td><td></td><td></td></tr><tr><td>2.</td><td></td><td></td></tr></tbody></table>		Name	Impression	1.			2.		
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People Bingo

🍌 Make a 5 x 5 grid, like 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 students, which probably leaves Elvis out. If you do this with adults, you can use the Elvis idea. (Sorry, can you tell I'm a fan?) Run a copy for each person.

The students 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 first person with a completed card wins.

Don't forget to include the teacher. Put in something to which only YOU can answer yes. For example, for mine I put "married to a detective." My teammate put "adopted two children from Kazikstan" for hers.

🔔 [Student Search](#) -- Here's a printable example of People Bingo found at Teaching is a Work of Heart

🔔 [Scavenger Hunt](#) -- Here's another printable example, but its not in the bingo format. This one is from Teacher's Closet.

🔔 [Scavenger Match](#) -- Here's another one from Teacher's Closet. This time the students have to find matches for their own answers.





Venn Diagram of Students

- Divide students into groups of three or four. Give each group a large sheet of butcher paper and a different color marker for each person. Have them draw a Venn diagram with an oval for each student. The students in each group are to discuss what their similarities and differences are. After the discussion, they are to fill in the diagram showing their similarities and differences.

If a group has a hard time getting started, give them some guidance by asking questions such as, "What is your favorite music?", "When is your birthday?", "What sports do you like?", or "Where were you born?"



Data Processing

- Divide the students into groups of 10 to 20, depending on the difficulty level you want. The more students in a group, the higher the level of difficulty. Give directions for the "data" 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 processes their data. Several rounds can be played in a short amount of time, depending on the size of the groups.




Here's a list of my favorite "data" for this activity:

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

 For teachers, number of years taught



Criminal Dealings


-  Some of my 1996-1997 students taught me this one. At first, I was reluctant to play because of the name (which I have changed.) However, once I saw how harmless it was, and more importantly how much fun the players were having, I couldn't resist. (I love teaching 8th grade!)

Design a system for secretly identifying the "criminal" and the "cop." We used a deck of cards. You only need enough cards so each player may have one card. One card needs to be a jack--the criminal, and one needs to 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 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 the cop identifies the criminal. If the cop misidentifies the criminal, he loses the game.



Murder

-  This is a variation on the Criminal Dealings game. Same set up with a deck of cards. Choose the number of cards needed according to the number of players. Be certain that the Queen of Spades is in the deck. All players draw cards. The player who chooses the Queen of Spades is the murderer.

Throughout the other activities, the murderer kills victims by winking at them. When someone catches the eye of the killer and is winked at, they are killed and (here is the fun

part) can die in any manner they want. Some die quietly by dropping over; others die in a dramatic finale.

The object of all other players is to a) not get killed and b) try to identify the murderer.

I think you can make a case for using this in Writing - about the experience, about fear and anticipation and how that clouds activities, about processing fear, relaxing, then being alert again, etc.



Submitted by GwenEllyn



Name Tag Match Maker

 Each group member will need a 5" x 7" card for a name tag. Then give the following directions:

1. Put your name in the center of your card.
2. In the upper left corner, write four things that you like to do.
3. In the upper right corner, write your four favorite singers or groups.
4. In the lower left corner, write your four favorite movies.
5. In the lower right corner, write four adjectives that describe you.

When everyone finishes, have them mingle with the group for a few minutes. Without talking, they are to read the upper left corner of the other group members' cards. When time is up, they are to find one or two people who are most like them and visit for a few minutes. When time is up, they are to mingle again reading the upper right corner of the other group members' cards. They then find the one or two people most like them and visit. Repeat with the lower left

corner and lower right corner information.

To make sure everyone visits with several people, you could implement a rule that no two people can be in the same group more than once.



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 it has to be someone who is NOT standing immediately to the left or right. Then have each person join left hands with another person in the group, but it has to be someone who is NOT standing immediately to the left or right and someone other than before.

Now the groups have to untangle themselves without letting go of 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.

SPECIAL NOTE: There are four possible solutions to the knot.

1. One large circle with people facing either direction.
2. Two interlocking circles.
3. A figure eight.
4. A circle within a circle.



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 a sticky note on the back (or forehead) of each participant. The participants are to figure out who they are, but can only do so in the following manner. Find a partner and read each other's sticky notes. You may ask the other person three questions to which there are yes or no answers.

Once your questions have been asked and answered, make a guess as to your identity. If you are correct, move the sticky note to your chest and you become a "consultant" who gives clues to those still trying to figure out their identities. If you are not correct, find a new partner and repeat the process.

SPECIAL NOTE: Be sure to choose characters that are appropriate to the age of the participants to avoid "generation gap frustration."



Animal Scramble

- There is some preparation for this activity. On a slip of paper, write the name of an animal that makes an obvious noise. Create five to ten slips for each animal.**

Give each participant a slip of paper, but tell them to keep their animal a secret. The participants are to find the rest of their kind, but there is no talking. So how do they find the others? They have to make the noise of the animal. Once two of the same kind have found each other, they stay together to find more. Continue until all of the like animals have created one big group.

- Use Animal Scramble, but add a hint of danger by planting a couple of danger animals who if incorrectly approached can take you out of the game (snake, lion, tiger, etc). The last survivor of non-dangerous animals is winner (Non-dangerous animals need to gather say 4 of a kind to be safe in a pack; they can even fake being a dangerous animal but**

cannot take out anyone - someone catches onto this and the fun begins!)

Favorite T-shirt -

Ask attendees to bring (not wear) their favorite T-shirt to the meeting. Once all participants have arrived, ask each person to show the shirt to the group and explain how the T-shirt best resembles their personality.

2. Personal Bingo -

The host will need to do a little homework before the meeting to find out a few tidbits about each participant (favorite hobbies, books, vacation spots, number of children, favorite foods, etc). Prepare a bingo card (duplicate the card for all attendees to have the same one) with one tid-bit for each square, and instruct the participants to mingle with the group to identify the person for each square. As the information is uncovered, they ask the participant to sign their corresponding square. Keep moving among the guests until all squares are filled. Rules: only open-ended questions may be used. First person who fills card wins a prize.

3. Say cheese, please -

As each participant arrives, take their picture with a Polaroid type camera and hang their photo on a piece of easel paper in the entrance area of the meeting room in groups of two or three photos (depending on size of meeting - you may have only 2 per group or more if the group is large). Use your creativity and decorate the easel paper to extend a Warm Welcome and set the tone of the meeting. Once all participants have arrived, ask them to find their partner(s) from the photo display on the easel and spend about 5 - 10 minutes getting to know the person(s). Then have them introduce their partner(s) to the rest of the group and share something they discovered they have in common.

4. Famous people/cities -

As each participant arrives, tape a 3 x 5 index card on their back with the name of a famous person or city. They must circulate in the room and ask questions that can ONLY be answered with a YES or NO to identify clues that will help them find out the name of the person or city on their index card. EXAMPLES: Paris, Madonna, Santa Claus, John Wayne, Casablanca

5. Sensuous Sam & Inquiring Ida -

Ask each participant to choose an adjective that begins with the first letter of their first name and one that really matches their personality. Have them introduce themselves just as they wrote it on the card and allow time for others to ask questions.

6. Dream Vacation -

Ask participants to introduce themselves and describe details of the ideal, perfect dream vacation.

7. Favorite animal -

As the guests arrive, and before you write their names on a name card, ask them to tell you their favorite animal and three adjectives to describe the animal. As they tell you, write the three adjectives on a name tag BEFORE their name (omit the name of the animal). Ask them to mingle with the crowd, sharing why these adjectives best describe their own personality. EXAMPLES: Loyal, cuddly, playful Dan

8. Birthday Partner -

Have participants mingle in the group and identify the person whose birthdate (not year - just month and date) is closest to their own. Find out two things they have in common.

9. Long lost relative -

As a group, 1) ask each person to turn to the person on their right and greet him/her as if they really didn't want to be there. Yeah, you know what I mean - you can't wait to get out of there! Then everyone (simultaneously to create lots of fun and excitement) turn to the same person and greet him/her as if (s)he is a long lost, deeply loved relative who has just returned home and you're about to see the person for the first time in years! In fact, you thought you may never see this person again until this very moment. Okay, now ask everyone (again simultaneously) to turn to the same person and greet him/her as if this person just told you that you won the state lottery for 50 million dollars and you have the ONLY winning ticket!~~

10. Circle of Friends -

This is a great greeting and departure for a large group who will be attending a seminar for more than one day together and the chances of meeting everyone in the room is almost impossible. Form two large circles

(or simply form two lines side by side), one inside the other and have the people in the inside circle face the people in the outside circle. Ask the circles to take one step in the opposite directions, allowing them to meet each new person as the circle continues to move very slowly. If lines are formed, they simply keep the line moving very slowly, as they introduce themselves