

GET TO KNOW YOU GAMES

The following games might be useful to help campers get to know each other during small group time.



Group Juggle (name game)

Arrange participants in a circle, arms distance apart. Explain that you are going to throw a ball to someone - pick someone out and ask their name, then say "Hi Andy, my name is Candy...here you go!" [underarm throw a ball to Andy].

Andy then says "Thankyou Candy", picks someone and says "Hi X, my name is Andy...here you go!" [throw] and so it goes on. Try and get the ball thrown around to everyone in the circle. Once they're used to this speed it up, introduce more balls or weird objects (eg soft toys).

I love ... (name game)

Go around the group and ask the first person to say their name and something that they love starting with the same letter as their name. The next person then repeats what the previous person said and adds their own. It goes right around the group until the last person has to list off everyone's names.

Name Pantomime (name game)

Participants stand in a circle, arms distance apart. Ask each person to think of an action which starts with the same letter as the person's first name e.g., "Jumping James". The person does the action and yells out their action-name. Everyone then repeats the action and the action-name. Go around the group again – faster this time. For participants who say "I can't think of anything", encourage them to keep thinking and come back to them. If they still don't come up with anything ask the group to help. (Campers can be shy so this might be better for Day 2 for younger groups)

Motion Name Game (name game)

Have everyone stand in a circle. Anyone can begin the game by saying his/her name and demonstrating a [physical] motion to go with it. When the person is done, the entire group repeats the name and the motion. Then, the second person (on either side of the first) introduces him/herself and does a motion. The entire group repeats that name/motion and then the first name/motion. This will continue until each person has given their name and done their motion, and the entire group has repeated everyone's name and motions.

4 Quarters (visual)

Give each camper a piece of paper and pen. Each person divides the sheet into four boxes/squares. For each square, each person will describe themselves in the form of drawings. Choose these four topics in advance. For example, favourite hobbies, favorite place on earth for vacation, if you were an animal, which one would you be? and what are the most important things in your life? Encourage campers to be as creative, hypothetical, or deep as they like. Allow five to ten minutes to draw. When everyone is finished, gather them together and share the drawings as a group.

Piece of the Puzzle (visual)

Cut a puzzle out of cardboard before camp, with at least one piece per group member. Have campers decorate their piece to represent who they are and what they feel they can contribute to the group. Once they're done have them share what they have on their piece. As a group put the puzzle together. (If you're feeling ultra corny you could initiate a discussion about the power of everyone coming together, how much more of an impact a put together puzzle can have, than separate pieces, and how a final product could not be reached without a contribution from every piece of the puzzle.)

Illustrated timeline (visual)

Give each camper a piece of paper and pen and ask them to draw 5-10 (depending on their age) important events that have happened in their life in the format of a timeline, listing when the events took place.

Who's a smartie then?

Pass round a bowl of Smarties and ask people to take a few. Go round the circle and ask them to pick a colour and respond to the topic. For example:

Yellow	Something about your childhood
Red	Favourite hobbies
Blue	Something about your school
Green	Favourite foods
Orange	Favourite place on earth, favourite place to holiday
Brown	Most memorable or embarrassing moment, favourite memory
Purple	People you admire
Pink	My secret desire or dream / dream job

People Map (active)

A way for campers to get to learn about where each other comes from. Ask campers to create a human map, by standing to show where they consider home. Indicate North, East, South & West, then allow campers to position themselves to create a map. Ask the person who is the furthest what their name is and where they come from. Proceed to ask each major person where they come from. In this process, campers may improve their map.

Line up (active)

Get campers to line up according to:

- number of siblings
- thumb size
- how tired / alert you feel
- number of different states you've visited
- month of the year you're born

Variations - No talking allowed. All players must rely on body language and hand gestures to get in the proper order. Or head and feet only. You can only use your head and feet to signal where to go. No talking or use of arms/hands to communicate.

Who Done It? (active)

Split the group into 2 teams. Give each camper a piece of paper and pen and ask them to write down something interesting they have done that others wouldn't know and which would seem unbelievable. Collect all the cards into two piles. Shuffle the cards and give to them to the opposing team. Each team takes turns reading aloud their card and then the reader must guess whose fact he or she read. After he or she guesses, the guessed person simply says "yes" or "no". If the person guesses correctly, the guessed person can briefly explain what they wrote (if desired). The guessing continues until all cards are exhausted. Everyone reveals who wrote which card at the end.

2 truths and a lie

Give each camper a piece of paper and pen. Ask them to write two truths and a lie about themselves, with the aim to convince them that your lie is truth and your truth is lie. Campers then read them their 2 truths and a lie aloud, one at a time. Have the group guess which is a lie.

Lost on a Deserted Island

The situation is dire — following a shipwreck, everyone has been stranded on a deserted island! Each person is allowed to bring one object to the island — ideally something that represents them or something that they enjoy. Each camper is asked to describe what object they would bring and why. It doesn't need to be realistic.

Everything You Ever Wanted to Know (active)

Give out two questions to each camper. Ask them to pick one and share with the rest of the group. Alternatively, divide the group into two circles, one within the other. The inner circle faces the people in the outer circle. Ask one of the questions from below and have each of the people answer it and then, after 30 seconds of discussion with their first partner, the outer circle moves one place to the right, so that everyone has a new partner.

1. If you were to choose a new name for yourself, what would it be?
2. What's one of your worst habits?
3. What was the best day of the past week for you - why?
4. Share one of your most embarrassing moments.
5. If you were given a million dollars and 24 hours to spend it, what would you buy?
6. If you could have an endless supply of any food, what would you get and why?
7. If you were an animal, what would you be and why?
8. What is one goal you'd like to accomplish during your lifetime?
9. Who is your favourite super hero and why?
10. Who is your real life hero? (a parent, a celebrity, an influential person)
11. What's your favourite thing to do in the summer?
12. If they made a movie of your life, what would it be about and which actor would you want to play you?
13. If you were an ice cream flavour, which one would you be and why?
14. What's your favourite cartoon character, and why?
15. If you could visit any place in the world, where would you choose to go and why?
16. What's the ideal dream job for you?
17. What's the weirdest thing you've ever eaten?
18. Name one of your favourite things about someone in your family.
19. If you had to describe yourself using three words, they would be...
20. You've been given access to a time machine. Where and when would you travel to?

21. If you could be any superhero and have super powers, which one would you like to have and why?
22. What award would you love to win and for what achievement?
23. What is one item that you really should throw away, but probably never will?
24. What is the most important thing you learned this year?

Some more personal questions

1. What are the easiest and hardest emotions for you to express and why?
2. What is something that few people know about you?
3. What do you value in a friend?
4. What do you want to be doing in five years?
5. What is one goal you have for next year?
6. What is a motto you try to live by?
7. What is the greatest challenge you are facing?
8. What do you like most about yourself?
9. What do you value most in life?

