



Face-to-Face Social & Get to Know Games

Name of the game	Use	Participants	Material	Description	Source
Name and ...	Learn the names	4-20 Students from 10 years old	-	<p>All participants stand in a circle. In turn, everyone says their name and then makes a gesture, shape or expression. After all participants have finished their name and gesture, everyone takes turns saying their name and gesturing. Apart from the gesture, names can be combined with the following:</p> <p>Name and gesture: Participants say their name and then make a unique gesture.</p> <p>Name and gesture: Participants say their name and then make a gesture that indicates the mood they are in at the moment (e.g. clapping, bowing...) or what they do or where they come from.</p> <p>Name and animal: Participants say their name and then say an animal that starts with the first letter of their name. It is important not to name more than one animal (e.g. Ayşe - Bee; Ceyda - Ceylan...)</p> <p>NOTE: Food can also be named instead of an animal.</p> <p>Variations: After each participant, the whole group repeats "name and..." as an echo.</p>	





Three Fingers	Get to-know-game	4-20 Students from 10 years old	-	<p>All players hold up three fingers. The index finger represents "name", the middle finger represents "favourite drink" and the ring finger represents "country they would most like to visit". The players walk around the room and touch their fingers with the fingers of everyone they meet, saying in turn what the fingers represent. The aim is to meet the most people in a given time.</p> <p>Note: The number of fingers can be increased and the things they represent can be varied depending on the type of activity they are used for. For example, age, city, sport, likes, dislikes...</p>	
Tell My Story	Get.to-know-game	4-20 students from 12 years old	-	<p>Participants are asked to find a partner. Each one starts telling their story to the other. After the pairs tell their stories to each other, they take turns to tell their partner to the group. For this purpose, a chair is placed and the partner at the back speaks as if they are sitting and tells the story in their language.</p>	
Country Papers	Social game	4-20 students from 10 years old	Paper, pencils, scissors, newspapers, magazines, crayons, markers, etc...	<p>Participants write down information about their country (if there is more than one participant from the same country, they can form a group). One part of the paper should include the capital city, currency, population, language and things that are specific to that country. Participants and/or groups describe all this with pictures. The prepared papers are displayed on the walls.</p>	





<p>Ball and ...</p>	<p>Get.to-know-game</p>	<p>4-20 students from 10 years old</p>	<p>Tennis ball</p>	<p>Participants are asked to stand or sit in a circle. The person leading the game throws 1 tennis ball in their hand to the person in front of them and says their "name". The person who receives the ball throws the ball to another person and says their "name". However, the person throwing the ball and the person holding the ball must look eye to eye, this rule must be explained by the person leading the game before the game starts. In the game, no action is taken or spoken other than throwing/holding the ball, saying the name and looking each other in the eye. Phase 1 of this game is gradually accelerated. Then the leader moves on to the 2nd phase of the game. In the 2nd stage, the person throwing the ball tries to say the name of the person they threw the ball to. This game is also gradually accelerated and the participants learn each other's names. (The same stages of the game can be applied for other characteristics of the participants: e.g. country of origin, age, etc.)</p>	
<p>Human Bingo</p>	<p>Get.to-know-game</p>		<p>"Human Bingo" chart for the number of participants</p>	<p>Each participant receives a pre-prepared people bingo chart. The chart can be prepared in various ways according to the characteristics we want the participants to learn about each other. The participants are then instructed to talk to each other and try to find the person with the characteristic in the questions asked and to write the name of the person they find in the box opposite the box. The same person's name cannot appear twice in a chart. The aim is for each participant to talk to as many participants as possible and learn their names and some of their personal characteristics. The</p>	





				<p>first one to complete the chart wins the bingo and the game. Find one person for each of the following characteristics:</p> <ul style="list-style-type: none"> A. travelled to a foreign country B. a pen pal in a foreign country C. learning a foreign language D. relatives living in a foreign country 	
Toilet Paper	Get.to-know-game	16 students	One roll of toilet paper	<p>The person leading the game gives a roll of toilet paper to the seated participants and asks them to tear off as many pieces as they want from the roll. After everyone has taken their paper, the facilitator asks each participant in turn to say something about themselves in the number of pieces of paper they have torn off. By each participant sharing at least one thing about themselves with the other participants, participants can get to know each other better and build closer relationships.</p>	
Story Creation				<p>The leader gathers the participants in a circle and starts the story with a sentence. In turn, all participants try to create a meaningful story with one sentence each. For example, the leader can start the story with a sentence about the activity environment to find out the participants' thoughts and expectations about the activity.</p>	

