

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	-	<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, Bill - Bread...,).</p> <p>NOTE: Food can also be named instead of an animal.</p>	



				Variations: After each participant, the whole group repeats "name and..." as an echo.	
Three Fingers	Get to-know-game	4-20 Students	-	<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	-	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 present 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.	



Country Papers	Social game	4-20 students	Paper, pencils, scissors, newspapers , magazines, crayons, markers, etc...	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.	
Ball and ...	Get.to- know-game	4-20 students	Tennis ball	Participants are asked to stand or sit in a circle. The person leading the game throws 1 tennis ball to the person in front of him/her saying her/his "name". The person who receives the ball throws the ball to another person and says him/her "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 she/he 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.)	
Human Bingo	Get.to-know-game		"Human Bingo" chart for the number of participants	<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 first one to complete the chart wins the bingo and the game.</p> <p>Find one person for each of the following characteristics:</p> <p>A. travelled to a foreign country B. a pen pal in a foreign country</p>	



				<p>C. learning a foreign language D. relatives living in a foreign country</p>	
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. Note: This game can also be used in international activities as a cross-cultural learning tool with various modifications.</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>	



<p>Envelopes Adverbs</p>	<p>Social Game</p>	<p>10-15 students</p>	<p>Envelopes and pens as many as the number of participants</p>	<p>Participants stand in a circle. Each participant chooses an envelope and writes her/his name on the envelope so that it can be read. At the beginning of the activity, participants hold the envelopes up and say their names aloud. If not heard they may be asked to say their names again. Participants throw the envelopes with their names in the centre of the circle and everyone goes to the centre and takes an envelope. Within 40 seconds, everyone must give the envelope to the envelope owner by saying their name. If everyone has not received their envelope at the end of the time, the activity is repeated. In this way, participants can easily learn each other's names.</p>	
<p>Emotions, Dreams and Expectations</p>	<p>Social Game</p>	<p>10-15 students</p>		<p>When participants discover each other's feelings and expectations as a team, they can collaborate in a much higher quality. Therefore, a group of 15 people can be divided into sub-groups of 3 people each, or a group of 10 people can be divided into sub-groups of 2 people each. The sub-groups are asked to express to each other their expectations, hopes, fears and concerns about life. The process is completed by matching and comparing</p>	



				expectations, dreams, fears and anxieties. Group members will get to know each other much better.	
Can you stop laughing?	Social Game	10-15 students		Participants are told to stand (without laughing) and one person is chosen from the group by the majority. This person is asked to speak and act in a funny way. The selected person is given a maximum of 3 minutes to make the group members laugh. The person who laughs among the participants tries to make the team laugh this time. Laughter is a very effective action to create warm feelings and a friendly atmosphere between people.	
Let's discover our names!	Social game	10-15 students		Participants sit in a circle. Starting with the letters of the alphabet, people take the floor in the order of the initial weeks of their names. They tell the story of their name. The name story consists of the following questions: who is the person who named me, why did they choose this name, what is the word meaning and dictionary meaning of my name, do I know anyone else with this name, what is my favourite thing about my name? Through name storytelling, the student's names will be more memorable.	



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