

Fun Community-Building Program 30 people (60 mins)

1. [Jelly Bean Trade](#) - playful, interactive exercise which forms random small groups
2. [Ubuntu Cards](#) - medley of non-threatening exercises which focus on the common bond which exist between all of us
3. [Finding Nemo](#) - quick, addictively fun group game which develops observation skills
4. [Pictionary](#) - one of the most successful large group activities I know

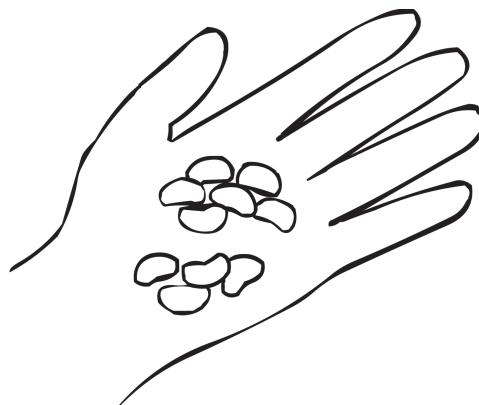
Props - bag of jelly beans, set of 'Ubuntu Cards,' paper & pens for each group, list of 'objects' to be drawn

Step-by-step instructions for each of these activities are provided below. To view video tutorials, practical leadership tips & popular variations, click the links above.

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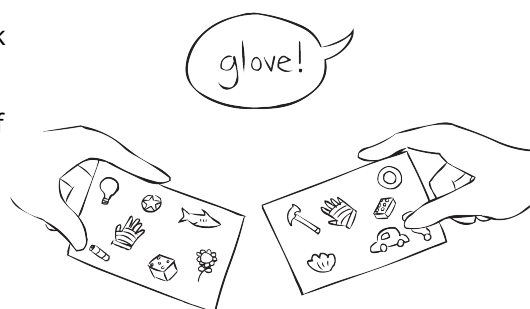
1. Jelly Bean Trade (5 mins)

1. Distribute ten randomly-picked jelly beans or variously coloured sweets to each person.
2. On "GO," ask your group to mix and mingle with one another with a view to trading different coloured jelly beans, one for one.
3. Announce that the aim of the exercise is for everyone to collect a set of ten jelly beans of the same colour.
4. The first person to achieve this goal within, say, three minutes, wins.
5. Upon identifying the winner(s), invite everyone to eat their treats.



2. Ubuntu Cards (25 mins)

1. Distribute one Ubuntu card to every person, and ask them to find a partner.
2. On "GO," each person shows the multi-image face of their card in front of their partner.
3. The first person to identify the one object that appears on both cards wins.



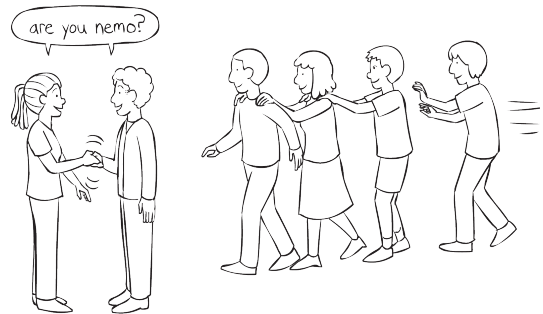
4. Next, invite each pair to have a conversation in which they explore something that they each have in common.
5. After a minute of conversation, each person swaps cards and seeks out a new partner.
6. Repeat many times.

This is just one of dozens of ways to use Ubuntu cards, they are an extremely versatile and inexpensive prop. However, as a commercial product, you will need to purchase a set to play these activities.

Go to <https://www.playmeo.com/shop/ubuntu-cards/> for more information or to order.

3. Finding Nemo (10 mins)

1. Gather your group.
2. Ask everyone to close their eyes as you wander about the group to tap one person on the shoulder, thereby appointing a secret person called 'Nemo.'
3. Instruct your group (which includes Nemo) to mingle about the area greeting one another with a gentle handshake, asking the question "ARE YOU NEMO?"
4. Explain that everyone other than Nemo must answer this question with "NO."
5. Explain that Nemo will be asked to answer "NO" to the first 5 to 10 people, after which, they must respond with a simple "YES."
6. When a person receives a "YES" to their question, they are invited to quickly and silently form a congo-line behind Nemo.
7. Announce the aim of the game is to avoid being the last person to join the congo line.
8. The game concludes once everyone becomes a part of the line.
9. Play several rounds, or try a variation.



4. Pictionary (20 mins)

1. Organise your group into smaller groups of about six to eight people.
2. Distribute several sheets of paper and some pens to every group.
3. Explain the rules of the popular board game 'Pictionary.'
4. Each group nominates one of their own to be the first drawer.
5. Invite all of the drawers to approach you and



whisper the first object on your list to them. See below for a list of sample objects.

6. The drawers return to their groups and attempt to draw the object as quickly and effectively as possible.
7. As soon as the group guesses the object correctly, a new person returns to you to check the answer.
8. If the answer is correct, you whisper the next object on the list.
9. Game continues for 20 minutes or until the energy starts to wane.

Here are a set of **sample Pictionary objects** to get you started. Add to this list by thinking of your own objects, or download the *Print+Play Pictionary Objects List* from the [Resources](#) tab connected to this activity.

Dog	Mickey Mouse
Tent	Kangaroo
Mobile (cell) phone	Light Bulb
Carpet	Dirt
Sticky tape	Right hand

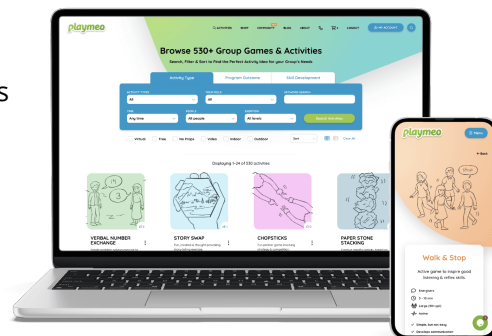
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