

## Fun Community-Building Program 30 people (20 mins)

1. [Who Am I?](#) - highly interactive guessing game

2. [Speed Rabbit](#) - hilarious circle game involving three people creating an animal

**Props** - bunch of index cards, sticky tape

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. Who Am I? (10 mins)

1. Mark the names of a group of 'celebrities' on a bunch of index cards, one for each person in your group.
2. Attach or pin one index card on the back of each person, ensuring the individual concerned does not see the card.
3. Explain that each person's objective is to identify who they are by asking other members of the group as few 'Yes / No' questions as possible.
4. The only questions that can be asked are those which can be answered with "YES" or "NO."
5. Instruct each person to ask no more than three questions of one person before moving on to someone new.
6. Continue until everyone has guessed their identity.



### 2. Speed Rabbit (10 mins)

1. Ask your group to form a circle, with you in the middle.
2. Seeking the help of your group, establish a series of unique physical gestures and sounds which create the form of three animals, each involving three people.
3. For example, an elephant may be formed by one person using their arms to create the trunk, while



their two neighbours circle their arms to the side to create large ears.

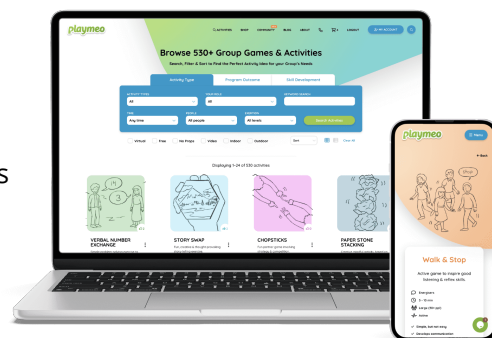
4. Explain that the person in the middle –the 'pointer' - will point to one person in the circle and call out the name of one of the three animals, and quickly count to ten.
5. Immediately, the person who is pointed at, and their two neighbours, must arrange their bodies to look like the animal, making the appropriate sound, before the 'pointer' gets to ten.
6. If one of the three people in the circle makes a mistake, or is too slow, the most deserving person is invited to swap positions with the 'pointer.'
7. After several minutes, add extra 'pointers' in the centre, or try a variation.

## Find the Perfect Activity in 30 secs

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