playmeo

Get-To-Know-You Program
30 people (60 mins)

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1. Nonsense Numbers – *a deeper, more interesting get-to-know-you game*

2. Name Roulette – *energetic team-based name game*

3. Ubuntu Cards – *medley of non-threatening exercises which focus
on the common bond which exist between all of us*

4. Cocktail Party – *great name reminder & reinforcer*

**Props** – 1 x 'Nonsense Numbers' sheet per group, 1 x set of 'Ubuntu Cards'

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.

Not a playmeo subscriber?
Click this link to unlock 100s of icebreakers, energisers & team-building activities.

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1. Nonsense Numbers (20 mins)

1. Prepare your Nonsense Numbers score sheet in advance (see below for sample questions).

2. Divide your group into small groups of approx four to eight people.

3. Hand each group a copy of your 'Nonsense Numbers' sheet with a pen.

4. Explain that you would like each group to calculate the numerical value for each set of questions by sharing the relevant information for each person.
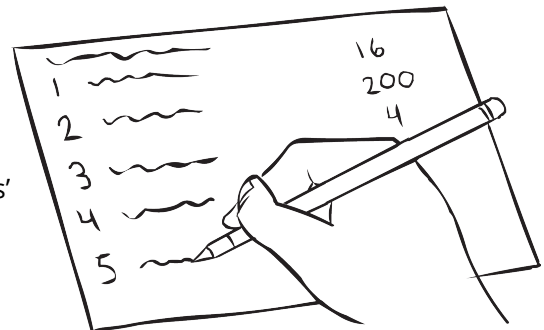
5. Announce that the group which scores the highest aggregate score, wins.

Here are a list of **sample attributes** which can form part of your Nonsense Number questions. Add to this list by developing a number of your own questions, or download the *Print+Play Nonsense Numbers* template from the Resources tab connected to this activity.

- Birthdays - 1 pt for each different month represented in group.

- Pedestrian - total of all shoe sizes worn by people in group.

- Adventures - 1 pt for each person who has been rock-climbing, abseiling, horseback-riding, caving, ropes course, etc.

- Siblings - 1 pt for each sibling - includes adopted, step and half-siblings.

- Surnames - 1 pt for each different letter of the alphabet used or represented in the surnames of whole group, ie maximum score is 26.

- Linguistics - 1 pt for each language that is spoken fluently.

2. Name Roulette (10 mins)

1. Divide your group into two relatively even teams.

2. Ask each team to form a circle by holding hands facing into the circle.

3. Position the circles so that the outside edge of each circle passes over a designated spot, eg basketball centre circle.

4. Explain that each team should rotate their circle, in any direction, always passing a part of their circle over the designated spot.

5. Announce that you will randomly tap the shoulders of one person from each team when they are passing over the designated spot.

6. Upon being tapped, each person will spin around and attempt to name the other team's person as quickly as possible to earn a point for their team.

7. Play continues for several minutes.

8. The team with the most points wins.
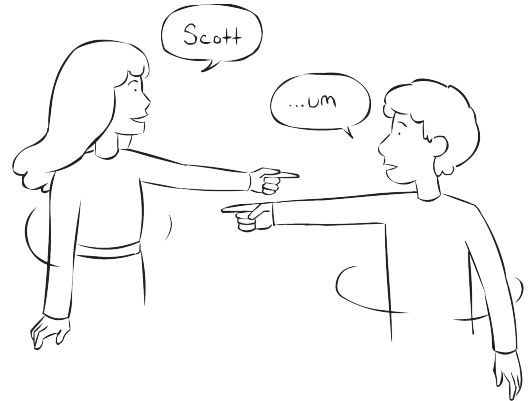
3. Ubuntu Cards (25 mins)

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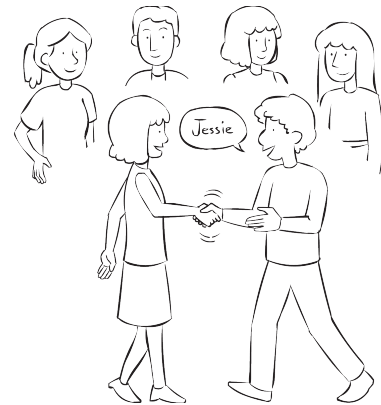
6. Repeat many times.
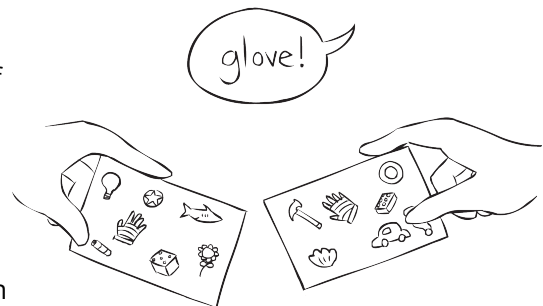
This is just one of dozens of ways to use Ubuntu cards, they are an extremely versatile and inexpensive prop. However, as a commercial product, you will need to purchase a set to play these activities.

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

4. Cocktail Party (5 mins)

1. Assemble your group rather closely around you, as if standing in small room.

2. Ask everyone to hold out their left hand as if they were holding their favourite drink.

3. Announce that when you say "GO," you would like everyone to shake the hands and greet as many people in the room as possible.

4. Encourage people to use the name of the person they are greeting in the conversation.

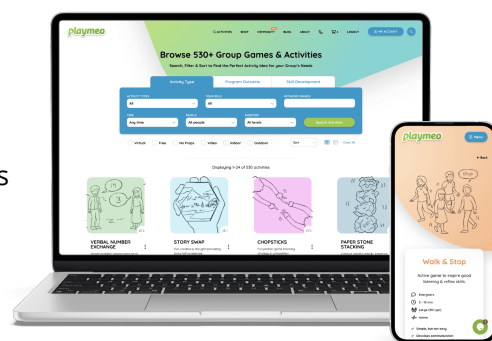5. Announce that your group has 43.5 seconds (or other nominal time) to achieve this task.