

Get-To-Know-You Program 100+ people (60 mins)

1. [Signature Bingo](#) – simple, highly interactive get-to-know-you activity
 2. [Thumb Wrestling In Stereo](#) – hilarious re-working of a classic partner game
 3. [Clumps](#) – fun, energetic mixer that blends well with [Paired Shares](#)
 4. [Map Making](#) – creative problem-solving exercise to create a map of the world
 5. [Mapping](#) – interactive spatial exercise which uses the newly created map
- Props** – a 'Signature Bingo' sheet per person, 12 x short rope or webbing loops

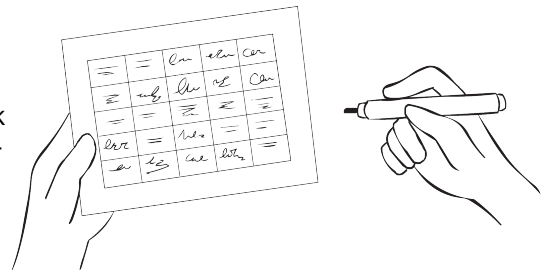
Step-by-step instructions for each of these activities are provided below.
To view video tutorials, practical leadership tips & popular variations, click the links above.

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1. Signature Bingo (10 mins)

1. Mark a sheet of paper to look a bit like a BINGO sheet, ie 5 rows by 5 columns = 25 squares.
2. Fill each square with a short instruction, such as "Ask someone who was born in February to sign here," or "Ask someone born in a foreign country to sign here." See below for sample questions.
3. Copy and distribute one BINGO sheet and a pen to each person in your group.
4. Ask each person to seek the signature of someone in the group who matches the criteria prescribed in each of the 25 squares.
5. Announce that the first person to obtain five signatures in a row (up, down or diagonal), or the first to fill the entire sheet, wins a prize.



Here are a set of **sample questions**. Add to this list by developing a number of your own questions, or download the *Print+Play Signature Bingo* template from the [Resources](#) tab connected to this activity.

I own a dog at home

I had cereal for breakfast this morning

I write with my left hand

I wear the same shoe size as you

I can speak a language other than English

I play a competitive sport

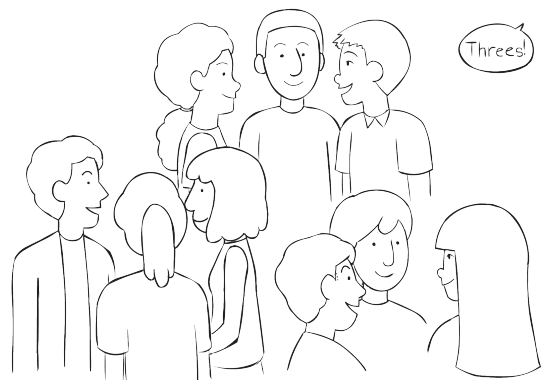
2. Thumb Wrestling in Stereo (5 mins)

1. Form partners.
2. Instruct each person to extend both their left and right hands and to curl their fingers inside the matching palms of their partner.
3. Starting with opposing thumbs side-by-side, each person aims to pin their partner's thumb under their own thumb first.
4. Best of five rounds wins.
5. Swap partners and repeat.



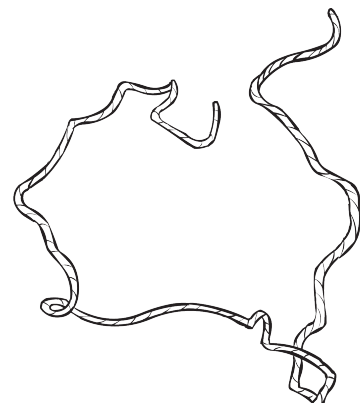
3. Clumps (15 mins)

1. Assemble your group in front of you.
2. Explain that everyone will soon be invited to form a series of smaller groups.
3. Each group will comprise a defined number of people matching the number you announce.
4. For example, if you announce "SIX," everyone must form small groups of six people, including themselves.
5. Loudly announce the first number.
6. Encourage people to locate or form their groups quickly.
7. Upon gathering, consider asking the group to complete a task or respond to a question you pose, such as those described in [Paired Shares](#).
8. Repeat, by continuing to announce a series of numbers.



4. Map Making (10 mins)

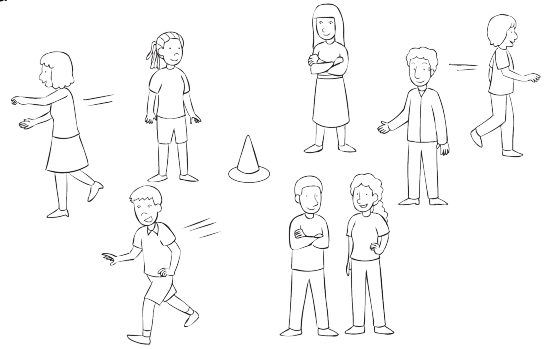
1. Gather your group in the centre of an open (empty) playing space.
2. Distribute at least 12 lengths of short rope or webbing pieces (approx 3-4 metres) tied in loops.
3. Instruct your group to use these flexible loops to create a two-dimensional map of the world on the floor / ground.



4. Naturally, with limited resources, explain that the relative location of the continents and countries is more important than their scale and size.
5. Allow 5 to 10 minutes for your group to create their map.

5. Mapping (20 mins)

1. Gather your group around the map you have created in the centre of your playing space.
2. Explain that over the next few minutes you will announce a series of questions or statements.
3. With each question or statement, you would like each person to move to a spot on the map that best represents their response.
4. Examples of questions include:
 - Where in the world were you born?
 - Where in the world would you love to go on holiday?
 - Move to the location of a recent world / news-making event.
 - Move to the country which is known for producing your favourite cuisine.
5. Continue playing for 15 to 20 minutes, inviting lots of mixing and sharing along the way.

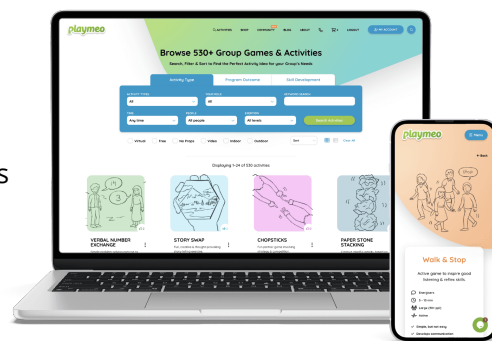


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