

connecting in Small Groups!

Spot It Connections

Supplies: 1+ decks of "Spot It" cards, 1 card per person

- Ask each person to memorize the images on their card. (give 1 minute or so)
- On "go", without looking at the cards, participants should try to find their matches with everyone else in the group.

Take Aways: Commonalities with others, Methods of memorization, Connection exists between us all

Identity Theft

Supplies: 1 index card (or similar) per person, everyone writes their name on their card.

- Pose 3 questions to the group (ex. dream vacation destination?)
- Find partners and discuss answers to the 3 questions.
- Trade name card with partner and "become" that person, find a new partner & continue!
- After 3-4 trades, gather the group & see who remembers the most correct information about their final partner.

Take Aways: Learning about others, Remembering details grows connection, Listening with intent

Group Juggle

Supplies: bucket of toss-able objects

- Ask group to pass an object through everyone in the group without anyone receiving the object twice or passing directly to their right or left. They must say the person's name BEFORE they throw them the object.
- Continue the pattern as long as possible, occasionally giving the first person another object to add to the mix. Don't drop the objects!

Take Aways: Focusing in chaos, Importance of effective communication, "Doing my job very well"

BYO Handshakes

- Find partners. With partner, create a simple handshake together (3-4 distinct "moves").
- Find a new partner & show them their first handshakes
- Creatively combine components of both handshakes
- Find a new partner & repeat the process 3-4 times

Take Aways: Valuing differences, Creative collaboration

Pic-Office-O

Supplies: 1 matching bundle of 7-10 items for each group + 1 bundle for facilitator, blindfolds

- Divide into groups of 3-8 people (smaller is better), each group gets a bundle of supplies (all bundles should match)
- Facilitator will create an "sculpture" using items from their bundle while groups determine roles.
- On "go", Visionaries will look at the sculpture, return to their group and try to get them to recreate the sculpture as accurately as possible.

Roles:

- **Visionary:** See, can't talk or touch
- **Communicator:** See & talk, can't touch
- **Builder:** Talk & touch, can't see

Take Aways: Using others' strengths, Perspective shifts, Differing communication styles

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Bet On It

Supplies: 1+ decks of "Spot It" cards, at least 3 cards per person

- **General Spot It rules:** Find partners. Count down and flip over 1 spot it card. Find the common image between two cards faster than your partner
- **Bet On It:** Find partners. Agree on a wager with your partner (ex. 2 cards). Count down and reveal top card in each person's stack. First to find the common image between the two cards wins the amount of cards wagered from their partner. Find new partner and continue!

Biggest Fan

- **RPS:** Find partners. Play a quick game of rock, paper, scissors. Loser will become the winner's "biggest fan" by chanting/cheering for them as they continue playing others. Each round of RPS, the loser (+any fans they have) will become the winner's biggest fan(s).
- **Add 'Em Up!:** Same idea as RPS but partners stand back-to-back. Each partner will hold up between 1-10 fingers. Count down and turn, revealing hands to the partner. First partner to add up the total fingers showing between both partners is the winner.

Raccoon Circles

Supplies: Anything to make a circle on the floor (ex. rope, hula hoop, tape, etc.)

- Divide into groups 5-8 people (try for identical group sizes)
- Facilitator will ask a brief discussion question (ex. watched the most movies this month?, showered the most recently?, etc.)
- Group will discuss and say "see ya" to the "winner" of the question. That person (or people if there's a tie somehow) will leave their circle and go to a new one.
- Every group **MUST** maintain the same number of people the entire time (if group starts with 8, then when someone leaves, they will need to quickly recruit someone that has left another group to join their circle. Usually this turns into "OVER HERE!!")
- Ask another question and repeat the process!

Warp Speed

Supplies: 1 ball or toss-able object per group

- Divide into groups of 8+ people. Each group will create a circle.
- Pass the ball in a pattern around the circle. Players may not pass the ball to anyone directly to the right or left of them.
- On "go", groups pass their ball through their pattern as many times as possible in 1 minute (a completed pattern equals 1 point)
- Group with the most points at the end of time wins!

Bobsled

- Divide into groups of 4-6 (try for identical group sizes). Each group will make a single-file line, their "bobsled".
- Play in rounds, adding a new word each round. Facilitator will call out words (similar to Simon Says) and the bobsleds will try to keep up!
- Words: **Switch** (First & last switch), **Change** (Middle 2 switch), **Rotate** (Everyone turns 180 and goes other direction), **Loose Caboose** (last 2 go and find a new line)