

ACTIVITY BANK

Name Games

Name Toss

Materials: two balls, such as tennis, Wiffle, or Nerf balls and space for group to stand in a circle or multiple circles depending on group size.

Instructions:

- Have the group stand in a circle. If the group is larger than 10, have participants create multiple circles.
- Hand the ball to one person and instruct them to throw it to another person in the circle. Before they toss, they should make eye contact and say that person's name. Then the second person makes eye contact with a third person, saying their name before tossing the ball.
- This pattern continues until everyone has received the ball; each person needs to remember who they tossed it to, and who tosses it to them.
- Each person needs to make sure they are saying the person's name prior to tossing it to help them memorize names.
- The last person then tosses it back to the first person and the same pattern is repeated.
- After the group gets the pattern down, introduce the second ball by handing it to the last person in the original pattern. That person then tosses it to the person who tossed it to him in the original pattern and so forth, therefore reversing the original pattern.
- The goal is for the group to have both balls going at once, one with the original pattern and the other with the pattern in reverse.
- If at any point the group drops a ball, the group must start over.
- **Facilitator tip:** This is best played during the first associate member meeting.

Blanket Name Game

Materials: Blanket/dark-colored sheet and space for group to move around

Instructions:

- Make sure all participants have introduced themselves to one another.
- Split the group into two teams and have them stand on either side of a blanket or other partition that allows one person from each team to stand on either side of it, and not be able to see one another. The blanket should be held up by two other people.
- Each team sends one person forward, standing on either side of the blanket. The holders drop the blanket, and it is the goal of each person to say the other person's name first. The first person to guess the name correctly, earns a point for their team.
- The game continues until all participants have had a chance to guess, or all participants have been paired against one another to ensure all members learn everyone's names.
- **Facilitator tip:** This is best played during the first or second associate member meetings.

Going on a Trip

Materials: None

Instructions:

- Have the group sit or stand a circle.
- Ask someone to start off by introducing themselves and something they'd bring on a trip that starts with the first letter of their first name. For example, "My name is Matt and I'm bringing a map."
- The next person then introduces themselves in the same way, but also has to say the person before him. For example, "My name is Josh and I'm bringing jeans. Matt is bringing a map."
- The third person has to continue by introducing himself as well as the two people who went before him. This continues until everyone has introduced themselves and the rest of the participants who went before them.
- **Facilitator tip:** you can change this up by specifying the prompt to going to the beach, going camping, going on a road trip, going on a picnic, etc.
- **Facilitator tip:** This is best played at the first associate member meeting.

Get-To-Know-You Activities

Personal Information Cards

Materials: index cards; one per person

Instructions:

- Pass a notecard out to all participants.
- On one side of the card, have participants write their name.
- Have them flip to the other side of their notecard and lead them through the following questions, one at a time. Instruct them to write their answers in the corresponding locations on their notecard:
 - In the middle, write a word that describes you
 - In the upper left corner, write three important values you live by.
 - In the upper right corner, write three things that make you happy.
 - In the lower left corner, pick one of each of these pairs of words that best describes you: introvert or extrovert, logic or emotion, systematic or spontaneous.
 - In the lower right corner, write three words that describe why you chose to join Phi Sig.
- After you've finished guiding the group through completing their notecards, have them share with a partner. After they are done sharing, have them find another partner. Continue until everyone has shared with each other, or until time has run out.
- **Facilitator tip:** This activity is best conducted at the second or third associate member meeting.

Ball Pit Toss

Materials: Different color balls, or pieces of paper crumbled into balls; one ball per person and space for group to move around

Instructions:

- Have the balls or paper balls in a bin/basket for participants to grab.
- Assign each of the questions below to one of the colors available. For example, question one is purple, question two is blue, etc.

- Have colors and associated questions listed on a PowerPoint, board, or piece of paper where everyone can see.
- After each person has grabbed a ball, have them find a partner who has the same colored ball. Once they've found a partner, have them introduce themselves (if they don't already know each other) and answer the question assigned to their colored ball.
- Give the pairs about one minute, then have them switch balls with another player so everyone has a new color. They must then repeat the process with a new partner who has the same color as their new ball.
- Question examples:
 - What is your favorite movie?
 - What is your pet peeve?
 - What are you most afraid of?
 - Who you look up to?
 - What TV show(s) have you recently binged?
 - What is your favorite hobby or way to relax?
 - Why did you choose to join Phi Sig?
 - What did you choose to attend {insert name of college or university}?
 - What is your favorite high school or college memory so far?
 - What is your favorite thing about your hometown?
 - If you could only eat one meal for the rest of your life, what would it be?
- **Facilitator tip:** This is best played at the first or second associate member meeting. For larger associate member classes, this could also work at a third or fourth associate member meeting to encourage brothers to meet new people.

Guess Who

Materials: Slips of paper or index cards; one per person

Instructions:

- Have each participant write an interesting or unique fact about themselves, a funny story, or an embarrassing moment they've experienced on a slip of paper or index card. Inform them it will be read aloud.
- Once completed, have all participants crumble or fold paper and place into a hat, cup, bin or basket.
- **Facilitator tip:** you can also have participants sit in a circle and have them throw papers or index cards into the middle of a circle.
- Have each participant pick up a different crumbled or folded paper or index card and ask one participant to start off by reading aloud the piece of paper or index card he picked up.
- After the first participant is finished, ask the group to guess who wrote that fact or story.
- Continue having participants read the story they picked aloud and other participants guessing who it was, until all pieces of paper have been read.
- **Facilitator tip:** This is best played after a few associate member meetings and the group is comfortable with one another.

Team-Builders

Structure Building

Materials: Varies; space for group to move around

Instructions:

- This game can be played using a variety of materials. Some examples are listed below:
 - Balloons (should be inflated beforehand)
 - Straws
 - Marshmallows
 - Toothpicks
 - Popsicle sticks
 - Tape
 - Uncooked spaghetti
 - String or yarn
- Break the group into smaller groups of three to five members, if necessary. Give each group a limited amount of time to build their structure.
- The structure must be free-standing, meaning it must be able to stand on its own without it leaning up against something or someone holding any part of it.
- After time is up, evaluate each group's structure to see who has the tallest one—that team wins the game!
- **Facilitator tip:** This can be played at any point but can also be used to cover the **Teamwork** in Phi Sigma Kappa topic, as long as Brotherhood Circle still takes place afterwards.

Ships and Sailors

Materials: Space for group to move around

Instructions:

- Inductor serves as the “captain,” everyone else serves as a “sailor.”
- The captain calls out a command ALL sailors must complete the command within about three to five seconds. Any player who has not completed the action within the timeframe is “out.”
- Play continues until only one player or one small group remains.
- Commands:
 - Captain's coming: Stand up straight and salute. Don't move until the captain says “at ease”
 - Sail west: everyone runs to the right
 - Sail east: everyone runs to the left
 - Pirates: everyone runs to the front
 - No pirates: everyone moves to the back
 - Hit the deck: everyone lies down on their stomach
 - Man overboard: everyone finds a partner. One kneels down and the other stands behind and places a hand on their partner's shoulder. Both partners put their hands above their eyes, as if they're on the lookout.
 - Three hands rowing: three sailors line up in a group and pretend to row
 - Four hands playing cards: Four sailors get in a group and pretend to play a card game
 - Five hands eating: Five sailors get in a circle and pretend to eat.
 - Walk the plank: Six sailors line up single file, with their hands on the shoulders of the person in front of them

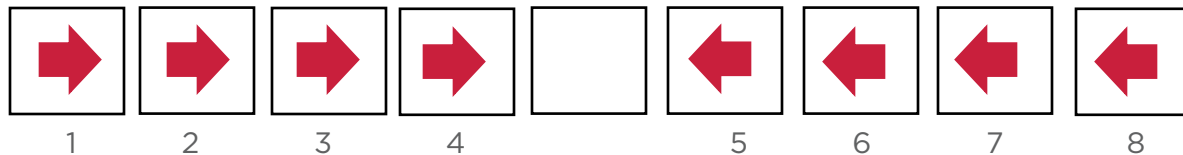
- **Facilitator tip:** It is best to call the mix up the commands throughout the game but call the ones that require the larger amount of people (four, five and six) at the beginning before people get “out.”
- **Facilitator tip:** This can be played at any point but can also be used to cover the **Teamwork** in Phi Sigma Kappa topic, as long as Brotherhood Circle still takes place afterwards.

Traffic Jam

Materials: Chalk or masking tape

Instructions:

- Before the meeting, make nine squares using chalk (outside on ground) or masking tape (inside or outside on ground or floor) like the example shown below. Once you have participants, have them stand in each square, facing the direction of the arrows shown below.



- The object of the game is to move the players on the left side, to the right; and the players on the right side, to the left, following the rules listed below. The facilitator should share the rules with all participants after they are standing in their squares.
- Rules:
 - Participants may not move backwards or turn around.
 - Participants may not move around anyone facing the same direction you are facing.
 - Participants may not move more than one person at a time.
 - Participants must move to an unoccupied space in front of them (no moving backwards).
 - Participants may move past a player facing the opposite direction to get to the empty space behind him.
 - Participants may not move past more than one participant at a time (must be facing the opposite direction).
- **Facilitator tip:** For smaller groups, this game can also be played with seven or five players, as opposed to nine. For larger groups, have others watch and act as silent observers.
- **Solution:**
 - Pattern is the following: left side - 1 move; right side - 2 moves; left side - 3 moves; right side - 4 moves; left side - 4 moves; right side - 4 moves; left side - 3 moves; right side - 2 moves; left side - 1 move
 - Solution using the numbers under each box in the example above:
- **Facilitator tip:** This can be played at any point but can also be used to cover the **Teamwork** in Phi Sigma Kappa topic, as long as Brotherhood Circle still takes place afterwards.