# Community Circle Games

[Community Circle Games](#_1z6th6uydl7r)

[Two Truths & A Lie](#_comyk7p1d0q)

[Alibi](#_rkh2ppm3laen)

[Down By the Banks](#_bgftd5ibcuev)

[Balloon](#_qwh5yn6jmpgr)

[Alliteration Introductions](#_9987ydxa8ok)

[Pat on the Back](#_uyrabrrqxtxn)

["I like people who"](#_w1d4uvamfh5h)

[Me Too](#_cystfhrofqib)

[Pipe Cleaners](#_4bjlf4vb2m6d)

[Build a Car](#_ydt6j3yarfii)

[Human Machines](#_cb2wv79cduky)

[Rain](#_qora1ilgqndd)

[Animal Noises](#_mw10wgl1uuth)

[Ball of Yarn](#_b92h5mua1m2x)

[The Best Game](#_gxm8tezfhvm3)

[Traffic Lights](#_no79gzwcosrd)

# 

# Two Truths & A Lie

To allow participants to get to know and appreciate one another better, through discovering both common and unique interests and experiences. To help level the playing field within a group through making human connections that aren’t related to either organizational or power structures.

To help people begin to be more comfortable talking and listening with one another.

Group Size: This activity can be done with a group of any size

Time Required: Each person will take about 3-5 minutes

Materials: None

Physical Setting/Location: This activity can be done either inside or outside – standing up or sitting down.

Instructions:

1. Tell participants that they must introduce themselves to the group, coming up with two true statements/facts about themselves and one lie.

2. Ask for a volunteer to start with their two truths and a lie – have them share all three with the group.

3. Whoever guesses the correct lie, will go next.

# Alibi

**Materials:** none

**How to Play:** One person is chosen to leave the room as the Detective. When the person is out of the room, the leader chooses one person to be the perpetrator of the mishap and he decides what the mishap is to be. Everyone has to think of an alibi for where they were when the mishap or crime took place. (E.g., The trash can was knocked over. The person was seen eating an éclair in an art museum.)

When the Detective returns, the leader tells her what crime has occurred. The Detective then goes around the circle asking each person for their alibi-"Where were you at the time of the crime?" Each player gives an alibi while the detective listens carefully. After the Detective has gone around the circle once, she goes around a second time in the same order as before, and asks the same question. Each person must give the exact same alibi as before except for the student who has been chosen as the guilty person. The guilty person changes their alibi slightly. For example, the first time the guilty person says, "I went to the park." The second time the guilty person says, "I went to the pool." The Detective gets three chances to guess the identity of the criminal. Afterwards, a new Detective is chosen.

**Plan for Success:** Brainstorm a list of alibis before you play. Make sure students are aware they have to keep their alibis exactly the same, unless they are the 'perp.' This game teaches precision, concentration, and memory!

**Variations:** "Excuses" is a variation in which a request is made, and everyone gives an excuse for why they cannot do what is asked. All but one are honest and repeat their honest excuse accurately. It changes his excuse the second time around. Example: I need someone to babysit my little brother so I can go to a party. Will you do it?

# Down By the Banks

Students holds hands, sing the song, and uses one hand to gently tap the neighbor’s hand...like a wave. Once the song is over, the last person is out.

Down the banks where the Hanky Bank

where the bullfrog jumps from bank to bank

Saying EEPS...EIPS...Opes OOPS

The Bullfrog jumps and lands on you

Ker

Splat

Your Out

# Balloon

Each student gets a balloon.

They blow up the balloon.

The students and teachers write 2 sample questions on the board.

When were you born? What’s your favorite...

Then student write their own question that is fairly easy to answer.

The students bounce the balloons up in the air, grab the closest one to them.

They turn to a partner and ask the question.

After bouncing the balloons 2-3 times, we get in a circle and share out one question and answer that we’d like to share.

# Alliteration Introductions

An excellent game for players to get to know each other's names. Ask group members to stand in a circle, if room space permits. A player starts the game by introducing himself or herself by making a gesture, and alliterating his/her name, e.g. "I'm Wonderful Wendy" or "I'm Silly Steve".

The next player points to the first player, repeats the previous player's name, attribute and gesture, and does something similar about himself or herself.

And so on. The game ends with the first player having to do every other player's gesture, repeating their names and attributes.

Give students a list of adjectives that they could use for the activity.

# **Pat on the Back**

Have everyone draw an outline of their hand on a sheet of paper, then tape it to their back. Have group members mingle and write things on everyone’s back that tells them something positive.

# "I like people who"

Going around the circle, each person finishes the sentence "I like people who...Then whoever has done those things gets up and moves to another seat.

# Me Too

This activity works best for small groups or with a large group divided into smaller groups of 4-6 participants.

1. Everyone in the group gets 10 cool rocks/toothpicks/scrap of papers, etc.

2. The first person states something he/she has done (e.g. water skiing).

3. Everyone else who has done the same thing admits it and puts one rock/toothpick etc in the middle of the table.

4. Then the second person states something (e.g. I have eaten frogs' legs).

5. Everyone who has done it puts another penny in the center.

6. Continue until someone has run out of rocks,toothpicks

# Pipe Cleaners

This activity allows participants to be creative. At the beginning of the session (or during a break) place three pipe cleaners at each person's place. Don't tell what they are for unless asked. When you are ready tell the group they are to create a pipe cleaner sculpture. In other words, they can do anything they want with them.

Place them in the center as a representation of your community.

If your culture encourages people to work in teams make sure to give special recognition to any group that combines their pipe cleaners and uses all of them together to make something "better."

# Build a Car

Material Needed: flip chart paper

Time Required: 25 minutes

Group Size: 5-30

Using flip chart paper, draw the outline of a car. Instruct the group to add components to the car and explain what it stands for and how they can relate that to the team. Give one example and then let them go.

Break team into groups of four or five. Allow 20 minutes for the team to draw the car and 5 minutes for each team to present their vehicle. The total time depends on the number of groups you have.

Some examples: Draw the antennae to make sure we have good communication or the wheels keep us in motion. Others include a rear view mirror to keep an eye on where we have been, head lights to help us find our way, a trunk to store all our knowledge and tools, the gas tank to provide fuel when we need it, etc.

# Human Machines

Have groups of 6 to 8 people each create a machine out of humans by imitating the appearance and action of the machine. Examples include becoming a blender, toaster, lawn mower, copy machine, lamp, or washing machine.

# Rain

Everyone sits in a circle, shoulder to shoulder. No talking is allowed. The leader starts the exercise and each person joins in when they hear the sound the person to their left is making. The leader starts the exercise by rubbing their palms together. This continues in the circle until it comes back to the leader who then changes the sound (snap fingers, clap hands, slap thighs, stomp feet, and then in reverse order). The sensations created are akin to the sounds of a rainstorm.

# Animal Noises

Materials Needed: Note cards with names of animals on them

Time Required: 5 minutes

Group Size: 10-50

Purpose: Energizer, ice-breaker, good activity for breaking up people into subgroups. Write the names of animals on note cards. Do at least 2 of each animal, but you may want more depending on the size of the subgroup you want to create. For example, if you want subgroups of 5 people each, you’ll need 5 note cards with the same animal on them.

2. Distribute one card to each participant. Explain there are some duplicates.

3. Tell participants they must identify their partners (or group members) within the room purely by making the noise that they would associate with “their” animal. There should be no talking at this stage, only animal noises.

# Ball of Yarn

1. Somebody says “I have an older brother” Then they throw it to someone and the other person has to come up with a connection.
2. Then if someone has a big brother, then would signal, then the person would throw the yarn to that person.

# [The Best Game](http://www.greatgroupgames.com/the-best-game.htm)

This game showcases hidden and incredibly random talents and skills. <http://www.greatgroupgames.com/the-best-game.pdf>

**Summary:** Who has the The Highest... Jump? The Fastest... Crab walk? This game showcases hidden and incredibly random talents and skills. Fun group game, especially for groups getting to know one another.

**Goal:** Win the category points for your team.

**Preparation:**

- The organizer will have to emcee for this game

- Download and print the List (make sure to provide objects listed as well)

**How to Play The Best Game:**

**1.** Arrange everyone into groups of 4 or 5. Everyone has to participate in at least one round. Explain the rules: You will be announcing a contest category for the group (for example, “The Tallest”). Each group needs to select one person who they think will win the category. There'll be a category contest and if a person has "the best" within the category, his or her team gets a point.

**2.** Each group needs to select one person from their group who they think will win the category.

**3.** Reveal the specific action or measurement the selected people have to do to win the contest (example: Whoever has the “The Tallest” thumb). The person with the best action or measurement wins a point for their team. The team with the most points wins the game.

# Traffic Lights

The purpose of this activity, suitable for any group, is to introduce the idea of developing an action plan at the end of a training session/seminar.

Materials: flipchart paper; pens and/or markers

Time: 20 minutes

1. Divide the group into teams.

2. Draw a traffic light on a flip chart at the front of the room. Explain that the traffic light represents an action plan: what participants should stop doing (red light), what they should do less of (yellow light), and what they should go forward with (green light).

3. Ask each participant to write down his or her own “traffic lights”. Allow 5 minutes.

4. Go around the group and ask each person to tell the rest of the group one of the things they will stop doing as a result of the training session/seminar, one of the things they will do less of, and one of the things they are going to go ahead and do.