

# “Getting to Know You” Games

The following games were compiled from submissions by Members of the BC Program Committee and the Program Advisers in BC.

Getting to Know You games are part of every level of Guiding. By playing a Getting to Know You game, you are completing the following program activities:

- Sparks** – Being a Spark keeper, Additional Activities, Play a “Getting to Know you Game”
- Brownies** – Key to Brownies, 2. Getting to Know You, B. Play a “getting to know you” game.
- Guides** – Discovering You, Discover What’s Important to You, Complete any activity of your choice to share what is important to you.
- Pathfinders** – Finding the Path, Bridging the Gap, 4. Play a “getting to know you” game with the younger girls.

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## Balloon Pop

### *Equipment*

- Balloon for everyone
- 24" of string for each balloon
- Put "getting to know you" questions inside the balloons before they're blown up.

### *Directions*

1. Give each girl a balloon and string and tell them to tie the string that is attached to their balloon to their ankle.
2. The objective is to stomp on someone else's balloon while trying to protect your own.
3. Whenever a balloon breaks, everyone must stop.
4. The person whose balloon just popped tells the group her name then reads and answers the question.
5. Keep playing until the last balloon is broken.

### *Variation*

You can use this as a trivia game and insert questions related to the program work that you are covering. For example, you can place environmental statements in the balloons and ask the girls to answer true or false. After each answer, have a quick follow-up comment for additional learning (if applicable).

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## Bead Match

With Sparks it's a good idea to keep games fairly simple.

### *Equipment*

- Strings of dress-up beads in various colours, cut into 3 sections each.

### *Directions*

1. Randomly hand out the coloured strings of beads to the girls.
  2. Ask the girls to find two other girls with the same colour beads.
  3. Once in their groups, the girls are asked to find three things that they all have in common.
  4. After a few minutes, ask one girl from each group to tell the rest of the group what they have come up with... some of the answers are REALLY interesting!
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## Bunches of Brownies

*(can be renamed to Sets of Sparks, Groups of Guides, Packs of Pathfinders)*

### Equipment

- None

### Directions

1. Leaders call out categories and the girls have to make "bunches" with other Brownies who have the same interest.
  2. For example the Leader might say "make bunches of favourite colours," then the girls would walk around and stand with other girls who like the same colour as them.
  3. Once everyone has found their group (and it's great if one or two are in a single person group), get each group to share who they are (in this example they would tell what their favourite colour is).
  4. Other categories might include: favourite animal, school they attend, favourite pizza toppings, favourite Girl Guide cookie flavour, hair colour, birthday month, age, etc.
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## Candy Sort Game

### Equipment

- Coloured candies (could be Smarties, M&Ms, jelly beans, Skittles, etc.)
- A chart with questions for each colour

### Directions

1. A bowl is passed around and each girl and Guider takes a handful of coloured candies with the instruction that they are not allowed to eat them, yet. Do not display the chart until after the girls have their candies – why they are taking the candies is a surprise!
2. The chart is then put up and each colour stands for something they must reveal about themselves, or a story they must tell.
3. Each girl goes through all the candy in her hand, answering a question for each colour before eating it. If she has more than one of the same colour, then she must answer that question more than once, but with a different answer each time.

### Sample Questions

- Red - What is your favourite food?
- Brown - What is your favourite Girl Guide (Spark, Brownie, Pathfinder, Ranger) memory?
- Yellow - What is your favourite colour and why?
- Blue - Why do you like to be a Girl Guide?
- Green - Tell the group something about your family.

### Other examples of questions for an older group

- Most embarrassing moment.
  - Favourite subject in school.
  - Favourite music performer.
  - Who would you most like to be stranded on a desert island with?
  - Who would you most like to have dinner with?
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## **Crazy Chairs**

### *Equipment*

- A chair for each girl to sit on

### *Directions*

1. Start the game with the chairs in a circle, one girl on each chair, and a Leader (the game Leader could be a girl) standing.
  2. The Leader then directs the girls to move by making statements which will categorize the girls. For example: "Everyone with brown hair move one spot to the left" or "Everyone who has a brother, move three spots to the right".
  3. The girls who fit the statement must get up and move, sitting on another girl's lap if someone is already occupying the chair. Sometimes there are 10 girls sitting on laps of each other on one chair. It's crazy and fun.
  4. By getting girls to take turns on being the caller it relaxes them and those participating have a riot.
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## **Getting to Know You Ball Toss**

### *Equipment*

- Beach ball (medium size or larger)
- Sharpie marker

### *Directions*

1. Before the game, in random places around the ball, write "Getting to know you" questions. For example: What's your favourite TV show? How many countries/provinces have you visited? Do you have a pet? Etc.
2. Have everyone stand in a circle.
3. Toss the ball to someone. That person answers the question that is facing them as she caught the ball.
4. She then tosses the ball to another girl in the circle.
5. You can change it by having the person tossing the ball name the intended receiver or have the person who catches the ball state their name before answering the question.

This is easily adapted to any level of Guiding or theme.

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## Gimme Five

### *Equipment*

- None

### *Directions*

1. First learn everyone's name, then have the girls stand in a close circle with their hands out as if they are about to do a "high five".
  2. The Leader stands inside the circle while someone calls out the name of one of the girls in the group.
  3. Upon hearing her name, that girl calls out another name.
  4. Meanwhile, the Leader in the middle tries to slap the hand of the girl whose name was called, before she has the chance to call another name.
  5. If the Leader succeeds, the girl who got slapped stands in the middle and the Leader joins the circle, beginning the game again by calling out another girl's name.
  6. If the Leader is too slow, she keeps trying until she succeeds by "high fiving" a girl before she calls out another name.
  7. If a girl pulls her hand away before it gets slapped, or if she says her own name or the name of the Leader/girl in the middle, she goes into the middle of the circle.
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## Good Things Come in Threes

### *Equipment*

- Sets of 3 index cards, with enough cards for each girl to have one (see below for what to write on the cards)

### *Directions*

1. In this game, everyone gets a card with something on it that comes in threes. For example, knife, fork and spoon are three items that "match" each other.
2. They then have to find their other two matches and figure out what the connections is between the three things. The knife, fork, spoon, for example, are all eating utensils.
3. Once they have figured out how the cards are connected, they need to figure out three ways that they, themselves are connected – i.e. what they have in common. They can't choose obvious things, such "we're all girls" or "we're all in Girl Guides"... it has to be something less obvious... such as "we all take swimming lessons" or "we all like to eat tomatoes", etc.
4. If you have one person left over when you make your groups of three, add one duplicate card and explain that there will be one group of four. If you have two people left over when you make your groups of three, include the Leader in the game for an additional group of three.

Following is a list of sample sets of three, and what their connection is.

- Birth, Life, Death (3 phases of life)
- Blossom, Bubbles, Buttercup (3 Powerpuff Girls)
- Breakfast, Lunch, Dinner (three meals in a day)
- Burger, Drink, Fries (the classic fast-food meal)
- Gold, Frankincense, Myrrh (three gifts to baby Jesus from the wise men)
- Hammer, Anvil, Stirrup (three bones in the ear)
- Hogwarts, Durmstrang, Beauxbatons (3 schools in Harry Potter)

- Hour, Minute, Second (the three hands on a clock)
- Huey, Dewey, Louie (3 cousins of Donald Duck)
- Igneous, Metamorphic, Sedimentary (3 types of rocks)
- Larry, Moe, Curly (3 Stooges)
- Nina, Pinta, Santa Maria (3 ships Columbus sailed)
- On Your Mark, Get Set, Go (3 commands for track and field racers)
- Paper, Scissors, Rock (3 choices in the hand game, “Rock, Paper, Scissors”)
- Protons, Neutrons, Electrons (3 parts of an atom)
- Quaffle, Bludgers, The Golden Snitch (balls in Quidditch game in Harry Potter)
- Reading, wRiting, aRithmetic (3 R’s of basic education)
- Ready, Aim, Fire (3 commands for a firing squad)
- Red, Yellow, Blue (3 primary colours)
- Reduce, Reuse, Recycle (the three Rs of environmental awareness)
- Small, Medium, Large (3 sizes)
- Snap, Crackle, Pop (3 mascots of Kellogg’s Rice Krispies cereal)
- Solid, Liquid, Gas (three most common states of matter)
- The Fellowship of the Ring, The Two Towers, The Return of the King (3 books in the Lord of the Rings trilogy)
- The Lion, The Witch, The Wardrobe (3 parts of the famous children’s book by C.S. Lewis)

#### *Adaptations for younger girls*

On the cards, use pictures instead of words. In this case, the items may not necessarily come just in threes, but they are three items that would somehow “match” each other. Some pictures groups could be:

- Bee, dragonfly, butterfly (flying insects)
  - Canoe, sailboat, cruise ship (boats)
  - Cat, dog, hamster (pets)
  - Circle, square, triangle (shapes)
  - Cup, mug, wineglass (drinkware)
  - Dolphin, whale, seal (ocean mammals)
  - Knife, fork, spoon (eating utensils)
  - Sun, raincloud, rainbow (things you can see in the sky together) or sun, moon, stars
  - Tulip, daffodil, daisy (flowers)
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## Icebreaker Questions

### *Equipment*

- A list of questions (see below for suggestions)
- An egg timer or watch with a second hand

### *Directions*

1. This is simply a list of 20 questions that you can ask people to help them feel more part of a group or team. These questions are used to get people to get know each other when making up a team and should always be fun and non-threatening.
2. This game can be adapted to younger girls by creating a picture sheet for the girls to comment on, or by altering the questions for the age group.

### *Sample Questions*

1. If you could have an endless supply of any food, what would you get?
  2. If you were an animal, what would you be and why?
  3. What is one goal you'd like to accomplish during your lifetime?
  4. When you were little, who was your favorite super hero and why?
  5. Who is your hero? (a parent, a celebrity, an influential person in one's life)
  6. What's your favorite thing to do in the summer?
  7. If they made a movie of your life - which actor would you want to play you and why?
  8. If you were an ice cream flavor, which one would you be and why?
  9. What's your favorite cartoon character, and why?
  10. If you could visit any place in the world, where would you choose to go and why
  11. What's the ideal dream job for you?
  12. Are you a morning or night person?
  13. What are your favorite hobbies?
  14. What are your pet peeves or interesting things about you that you dislike?
  15. What's the weirdest thing you've ever eaten?
  16. Name one of your favorite things about someone in your family.
  17. Tell us about a unique or quirky habit of yours.
  18. If you had to describe yourself using three words, it would be...
  19. If someone made a movie of your life would it be a drama, a comedy, a romantic-comedy, action film, or science fiction?
  20. If I could be anybody besides myself, I would be...
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## N.E.W.S. Game

### *Equipment*

- Labels for the four walls of the room: North, East, West, South (thus N.E.W.S.)

### *Directions*

1. The Leader calls out two contrasting choices and everyone must move either east or west of the room (for example. "Do you prefer Nature or Cities?")
2. The Leader then shouts out two more choices and everyone moves north and south of the room. In this way, each person must move to somewhere and can't get "lost" in the crowd.

Some sorts that work well include

- books vs. movies
  - dogs vs. cats
  - fruit vs. vegetables
  - inside vs. outside
  - night vs. day
  - on the stage performing vs. in the audience watching
  - pants vs. dresses
  - sweet vs. salty
  - tenting vs. hotel
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## Name Juggle

### *Equipment*

- 3-5 soft, toss-able objects (soft ball, bean bags, stuffed animals, etc.)

### *Directions*

1. First learn everyone's name, then have the group stand in a wide circle with their hands out as if ready to catch a ball.
  2. The Leader starts by saying the name of the girl across from her in the circle and tossing (underhand) the soft ball to her.
  3. The girl who is tossed the ball then calls out another girl's name in the circle and tosses her the ball.
  4. Continue tossing the ball around until everyone has caught it once.
  5. Once a girl has caught the ball, have her place her hands behind her back. The last person to catch it should toss it back to the Leader, saying her name.
  6. Each person must remember who he or she threw it to, as the Leader will now add more objects to be tossed.
  7. For an even greater challenge, try tossing one object in the reverse order (starting with the last person to catch the ball at the start of the game).
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## Names in Motion

### *Equipment*

- none

### *Directions*

1. Have the girls (and Leaders) stand in a circle and think of an activity that each of them likes to do outside (for example, riding a bike) and a motion to demonstrate it.
  2. The Leader begins by sharing her name and a favourite activity while doing the motion.
  3. The group repeats the Leader's name and does the motion.
  4. Going around the circle, the next girl says her name and motion and the group repeats it, as well as the Leader's name and motion.
  5. Continue around the circle, adding everyone's name and motion one at a time and repeating back each one all the way back to the Leader.
  6. If the group is large, go half way in one direction and then halfway in the other direction.
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## Peek-a-Who (name game)

### *Equipment*

- A large blanket or sheet

### *Directions*

1. Divide the girls into two teams.
  2. Each team sits in a group facing the other team.
  3. Two Leaders hold a large blanket or sheet up between the teams so that they can't see each other.
  4. Each team chooses one person to go up to the front of the group and sit close to the blanket/sheet.
  5. On the count of three the Leaders drop the sheet and the two girls that were chosen to sit up front race to say each other's name. Whoever says the other name last (or doesn't know the name of the other girl) goes to sit on the other team's side.
  6. Continue playing until everyone has had a turn, or until all girls are on one side.
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## Remember Everything

### *Equipment*

- None

### *Directions*

1. Ask everyone to find a partner. They then ask that partner three questions, such as name, school and a favourite activity.
  2. The Leader then asks one person to tell you the three facts about their partner.
  3. Ask everyone to find another partner, and ask that partner the same three questions. Then ask somebody to remember all the facts about both of the partners they have had so far.
  4. Ask everyone to find another partner, and ask that partner the same three questions.
  5. At the end ask the girls to remember all nine facts about their three partners.
  6. If anyone can remember that much then they definitely deserve a prize!
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## **Toilet “Paper Me”**

This is an activity for Guides and older.

### *Equipment*

- Roll of Toilet paper- 1 large roll for every 20 girls

### *Directions*

1. The Leader starts by telling each girl to take as many individual squares of toilet paper as they think they will “need” when the roll is passed to them. The Guider generally starts by taking three squares.
  2. Pass the toilet paper around the room so that each girl can take the amount she wishes.
  3. Once everyone has squares of toilet paper, tell them that the game is to go around the room and for every square of toilet paper they have pulled, they must give one fact about themselves! The girls who took a lot of squares need to start thinking fast!
  4. The Guider always starts and is sure to make one positive and specific comment after each girl’s turn.
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## **Two Truths and a Lie**

This game is great for any size group. Normally lying is bad, but in this game it works well.

### *Equipment*

- None

### *Directions*

1. Everyone is in a circle, and one at a time, they say two truths and a lie about themselves.
  2. Everyone else in the group has to guess which statement is a lie.
  3. The Guider should start so that the girls have an example: 1. I like avocado. 2. I’ve gone bungee jumping 3. I was born in Holland (guess which one is a lie).
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