



Fun Community-Building Program for 30 people (60 mins)

- 1. <u>Jelly Bean Trade</u> playful, interactive exercise which forms random small groups
 - **2.** <u>Ubuntu Cards</u> medley of non-threatening exercises which focus on the common bond which exist between all of us
- 3. Finding Nemo quick, addictively fun group game which develops observation skills
 - 4. Pictionary one of the most successful large group activities I know

Props – bag of jelly beans, set of 'Ubuntu Cards,' paper & pens for each group, list of 'objects' to be drawn

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

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1. Jelly Bean Trade (5 mins)

- 1. Distribute ten randomly-picked jelly beans or variously coloured sweets to each person.
- 2. On "GO," ask your group to mix and mingle with one another with a view to trading different coloured jelly beans, one for one.
- 3. Announce that the aim of the exercise is for everyone to collect a set of ten jelly beans of the same colour.
- 4. The first person to achieve this goal within, say, three minutes, wins.
- 5. Upon identifying the winner(s), invite everyone to eat their treats.

2. Ubuntu Cards (25 mins)

- 1. Distribute one Ubuntu card to every person, and ask them to find a partner.
- 2. On "GO," each person shows the multi-image face of their card in front of their partner.
- 3. The first person to identify the one object that appears on both cards wins.
- 4. Next, invite each pair to have a conversation in which they explore something that they each have in common.
- 5. After a minute of conversation, each person swaps cards and seeks out a new partner.
- 6. Repeat many times.

This is just one of dozens of ways to use Ubuntu cards, they are an extremely versatile and inexpensive prop. However, as a commercial product, you will need to purchase a set to play these activities.

Go to https://www.playmeo.com/shop/ubuntu-cards/ for more information or to order.

3. Finding Nemo (10 mins)

- 1. Gather your group.
- 2. Ask everyone to close their eyes as you wander about the group to tap one person on the shoulder, thereby appointing a secret person called 'Nemo.'

- 3. Instruct your group (which includes Nemo) to mingle about the area greeting one another with a gentle handshake, asking the question "ARE YOU NEMO?"
- 4. Explain that everyone other than Nemo must answer this question with "NO."
- 5. Explain that Nemo will be asked to answer "NO" to the first 5 to 10 people, after which, they must respond with a simple "YES."
- 6. When a person receives a "YES" to their question, they are invited to quickly and silently form a congo-line behind Nemo.
- 7. Announce the aim of the game is to avoid being the last person to join the congo line.
- 8. The game concludes once everyone becomes a part of the line.
- 9. Play several rounds, or try a variation.

4. Pictionary (20 mins)

- 1. Organise your group into smaller groups of about six to eight people.
- 2. Distribute several sheets of paper and some pens to every group.
- 3. Explain the rules of the popular board game 'Pictionary.'
- 4. Each group nominates one of their own to be the first drawer.
- Invite all of the drawers to approach you and whisper the first object on your list to them. See below for a list of sample objects.
- The drawers return to their groups and attempt to draw the object as quickly and effectively as possible.
- 7. As soon as the group guesses the object correctly, a new person returns to you to check the answer.
- 8. If the answer is correct, you whisper the next object on the list.
- 9. Game continues for 20 minutes or until the energy starts to wane.

Here are a set of **sample Pictionary objects** to get you started. Add to this list by thinking of your own objects, or download the *Print+Play Pictionary Objects List* from the <u>Resources</u> tab connected to this activity.

Dog

Tent

Mobile (cell) phone

Carpet

Sticky tape

Mickey Mouse

Kangaroo

Light bulb

Dirt

Right hand