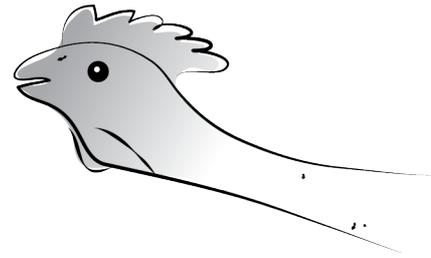


serious FUN



Get-To-Know-You Program for 12 people (60 mins)

1. [Thumb Wrestling In Stereo](#) - hilarious re-working of a classic partner game
2. [Me You You Me](#) – unique, hilarious name-game for new and existing groups
3. [Toss A Name Game](#) – classic circle name game
4. [What's In A Name?](#) – fun, whole-of-group name-game

Props - bunch of soft, tossable items, eg fleece-balls, koosh-balls, beanie toys, etc.

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.

Not a playmeo subscriber? Click [this link](#) to unlock your personal login credentials.

1. Thumb Wrestling In Stereo (10 mins)

1. Form partners.
2. Instruct each person to extend both their left and right hands and to curl their fingers inside the matching palms of their partner.
3. Starting with opposing thumbs side-by-side, each person aims to pin their partner's thumb under their own thumb first.
4. Best of five rounds wins.
5. Swap partners and repeat.

2. Me You You Me (10 mins)

1. Ask your group to form a circle, including yourself.
2. Step inside the circle, and face your left-hand side neighbour.
3. Shaking hands, say your own name, and your neighbour says their name.
4. You repeat your neighbour's name, and they say your name, then stop shaking.
5. Move to your right, and repeat the process with the next person in the circle.
6. When you reach the third person in the circle, the first person you greeted steps inside the circle and initiates a greeting with their left-hand side neighbour.
7. Process continues, until everyone has greeted all others in the circle at least once.
8. Ultimately, everyone returns to their original spot in the circle.

3. Toss A Name Game (20 mins)

1. Standing in a circle, ask everyone to say their name as they pass a soft tossable to their left-hand neighbour.
2. Once the item returns to the beginning, repeat this process in the other direction.
3. Next, explain that whoever has the tossable will call the name of another person in the circle to attract their attention, and then pass the tossable to them.
4. Continue process for a few minutes, and then introduce a second tossable to involve more people.

5. Introduce three, four or more items as appropriate.
6. Once this pattern has been reinforced, ask everyone who receives an item to say "THANK YOU" to the person who tossed it to them, using the tosser's name.
7. After several minutes, stop the passing, and ask one or more volunteers to identify as many names in the circle as they can.

4. What's In A Name? (20 mins)

1. Ask everyone to tally the number of letters in their first name.
2. Instruct your group to form a straight line from lowest to the highest number of letters.
3. Invite individuals to adopt an abbreviated version of their name which may place them closer to, or at the very ends of the line.
4. Award nominal gold medals to those whose names comprise the lowest and highest number of letters.
5. Next, ask everyone to add the number of letters of their first and middle names, and re-arrange themselves from highest to lowest accordingly.
6. Finally, invite everyone to calculate the total number of letters in their full name - first, middle and last names.
7. Offer celebratory applause for each round of gold medal performance.