

The Facts About You!

Supplies:

1. A small piece of paper or index card. Keep them uniform so no one can tell whose paper is whose.
2. A bowl or bag to put the pieces of paper in.
3. Groups of 3 or more people.
4. Small prizes (candy is easy)

Virtual Directions:

1. Have each person change their name to a nick name or even their initials.
2. Move each person into a break out room. It can be at random or by region office position.
3. There should be one person in each break out room that is running the activity.
4. Once in the break out rooms, each person needs to type one fact about themselves in the chat box.
5. Once everyone has submitted a comment, we will have the person in the top left box (according to the person leading the breakout room's screen) will start with the first fact in the chat box and guess who it may belong to. If they don't get it right, the next person will guess who it belongs to. Move around the room until everyone has had an opportunity to guess and until all the facts have been guessed correctly.

Directions for a non-virtual world:

1. Break everyone up into groups, preferably with people that they do not know very well and have them stand in a circle.
2. Once in their groups, pass out a piece of paper to each person. Have them write down one fact about them that most people will not know.
3. Have everyone fold their paper in half and place in the bowl/bag.

Region 10 Team Building Activity

4. One by one, each person will pull a card out of the bowl/bag. If they happen to pull their own out, they will need to pull out another card and place another.
5. Once everyone has a card, they will go one by one through the circle, reading the fact on the card out loud and then guessing who's fact it belongs to. If the person whom they guess does not respond in a few seconds. They put that card in the middle of the circle. If the next person guesses their person correctly, they can pick up a card from the middle. They can keep doing this as many times, as they get correct. As soon as one is guessed wrong, that card goes into the middle again, repeating the process. The person with the most correct cards in their hand, wins a small prize.
6. If time permits, you can mix up the groups using the same cards.