

Games for Conversation Café

Games should last from 10-15 minutes. Games should help people get to know one another and provide humor. This is why we think games are important.

Try not to play games where people get eliminated. Otherwise you have four people having fun with a game while everyone else watches. One other tip; stop the game before everyone tires of the game. You want people to look forward to the games.

Here are some suggested games, but don't feel you have to do a game on this list if you have another you would like to try.

The Winds Are Blowing

Everyone stands in a circle with one person in the middle. They say, "The winds are blowing for everyone who" Then they say some thing that people have in common like the color of hair, eyes, kinds of shoes, or it could be an activity like going on a trip or liking a kind of ice-cream. When the people in the circle identify with what was said, they have to leave their place and find another. The person who is last takes the center spot and announces, "The winds are blowing for" If the person in the center says, "tornado," everyone changes places.

Fire on the Mountain

Everyone chooses a partner. One partner forms an inner circle while their partner stands behind them. The person in the circle begins tapping out a beat and the inner circle also taps the beat with them. The outer circle walks around the inner circle. Then the person in the center calls, "Fire on the Mountain!" The inner circle people raise their hands over their head. The people in the outer circle step into the inner circle and raise their hands over their head and touch hands with the person they are facing. The person in the center also finds someone in the inner circle to join hands. There will be one person left without a partner. That person taps out a new beat and the game begins again.

Name Game

Sit everyone in a circle. One person begins by saying their name to the person on their right or left. That person then says their name to the person on their right or left. Whoever is spoken to may then either turn to the right or left to say their name. Sometimes the name will go all the way around the circle if everyone speaks to the person on their left, lets say.

Things to remember:

You only say your own name, no one else's.

You can choose to repeat your name to the person on your left or right.

You might begin to remember other people's names because you hear them.

Another Name Game

Players stand in a circle. Everyone says their name around the circle. A ball is introduced. The person with the ball looks at someone, says their name, and bounces the ball to them. That person then looks at someone else, bounces the ball as they say their name.

When people are comfortable, a second ball is introduced, a fluffy ball that cannot be bounced. Now two balls are going at the same time. Then a third small ball is introduced. Each person says their own name as they give it to the person beside them.

Magic Stick

The leader brings a paper towel tube decorated in some way. This is the magic stick. The leader passes it to the person beside them. This person must pantomime using the stick. It could become a microphone, a golf club, a tube of mascara, etc. The group calls out what it is.

Charades Race

Object- to see which team can guess the series of words given the fastest. The game facilitator will have cards of categories such as sports, kitchen, school, business, and routines. On each category card, there will be words that fall under that category. For example, "school" would have words like desk, computer, pencil, paper. Divide the group into groups of 5 or 6. At the starting signal, each team sends one person to the facilitator to receive a word. They then race to their team and act out the word. The person who guesses, or the next person in line, races out to get the next word. Use 7 words for each team. The first team to finish wins. It may be helpful to have different lists for each team to avoid getting hints from other teams.

Talk to Your Neighbor

Choose a partner by playing Amoeba. In this game the facilitator calls out a number under 10, depending on the size of the group. The participants then group up according to the number called: say in groups of 5 or 7 or 3. The final number is 2. When everyone has a partner, preferably with someone they don't know, then the interview begins. They talk and find 2 things they have in common and 2 things they do not have in common. Give them 3 minutes to do this. At the end of the time allotted, stand in a circle and have each partner introduce the other. One partner could tell what they do have in common and the other explain what they don't have in common. Finally, give them 2 minutes to talk with their partner to decide on what would make the world a better place and share it with the group.

Signs

Human Machine

In small groups of 5-7, each group chooses a machine and then acts it out for the rest of the group. Toaster, pin-ball machine, blender, would be examples.

Silly Aerobics

Put some fast music on, if possible. Person A, who is in the center of the circle begins a movement that everyone else imitates. Person A calls out the name of someone in the group, person B. B comes to the middle and changes the movement. Everyone imitates the new movement.. Person B then calls out another name.

Word Association

Everyone stands in a circle. One person whispers a word to the person beside them. The second person says the first word that comes into their mind to the person next to them. This continues until it comes back to the beginning. Then, the first person and last person say the word they each said. In conclusion, each person, going around the circle, say the word they whispered the first time they passed words around the circle.