

7. Get Acquainted

- **Get Acquainted Bingo:** Create your own Bingo cards using the traditional twenty-five squares (five down and five across). Individuals try to get the bingo card filled with signatures/initials of other club members in the corresponding squares. Bingo card examples can be found on the following web page: <http://www.extension.iastate.edu/clay/info/premeeting.htm>

- **Name Games:** There are a wide variety of name games. Examples: 1) Write your first name on a piece of paper along with a descriptive word for each letter of your name. Introduce yourself to the group with your name and one or more of your descriptive words. 2) Write your first name backwards and guess how it would be pronounced. Introduce yourself to the group and give them a couple chances to guess your name. 3) Think of an action word that starts with the same letter as the first letter of your first name. State your name and action word and then have everyone do the action together.



- **Introductions:** As individuals arrive they are partnered together. Each pair is to introduce themselves to each other (name and general information). The pairs are then instructed to find three things they have in common with each other and three things that are different. Upon completion each pair introduces their partner to the entire group.



- **Handshake Treasure:** The leader announces that one of the players has a secret treasure – a quarter – which they will give to the fifteenth person who shakes hands with them and introduces themselves. As nobody knows who has the treasure, the players circulate about and begin shaking hands with one another until the treasure-holder announces the winner. A variation of this is Ten for Ten, where each player is given a dime and instructed to give it to the tenth person who shakes hands with them.



- **Sweet Introduction:** As individuals arrive hand out pieces of multi-colored candies. (Examples: Jelly beans, fruit snacks, Skittles, M&M's, or colored foil wrapped candies) Instruct individuals not to eat the candy but instead think of something they would like to share with the group about themselves. They can share something for each piece of candy they have. Variation: Use a predetermined list of items for each color of candy. For example; red – hobbies, orange – pets, brown – song/type of music, green – 4-H highlight, etc. Use a predetermined number of items for each person to share but allow individuals to select the colors/topics of their choosing.

