

“A Big Wind Blows”

Desired Outcome:

To learn more about other team members

Time

- 10 minutes (depending on group size)
- 10 minutes to debrief

Success Criteria

- Each person has shared something about them self
- The group has learned things about one another that they didn't know before
- The group feels more comfortable with one another

Materials

- People
- Space

Set-up

- Get in a tight circle, standing shoulder-to-shoulder
- Group leader begins by standing in the middle of the circle the circle and saying "The big wind blows for everyone who _____(fill in the blank with something that is true about his or herself)."
- Whoever fits the criteria and the group leader who began the game must get up and move to another vacated seat within the circle.
- There will be one person who ends up without a place to stand in the circle
- This person continues the game by saying "The big wind blows for anyone who _____" and the game continues
- The big wind could blow for anyone wearing jeans, people who have older sisters, people who ate breakfast, people who listen to Brittany Spears, etc. etc.

Debrief

- Have each person say one thing they learned about the person next to them