

# The **BIG** game

## Bert's Icebreakers Game

**Goal:** How well do you know other people (really)? This exercise is meant to speed up the process of learning other people in depth.

**Timing:** Depending on the number people, it will take somewhere between 45 minutes and 1.5 hours.

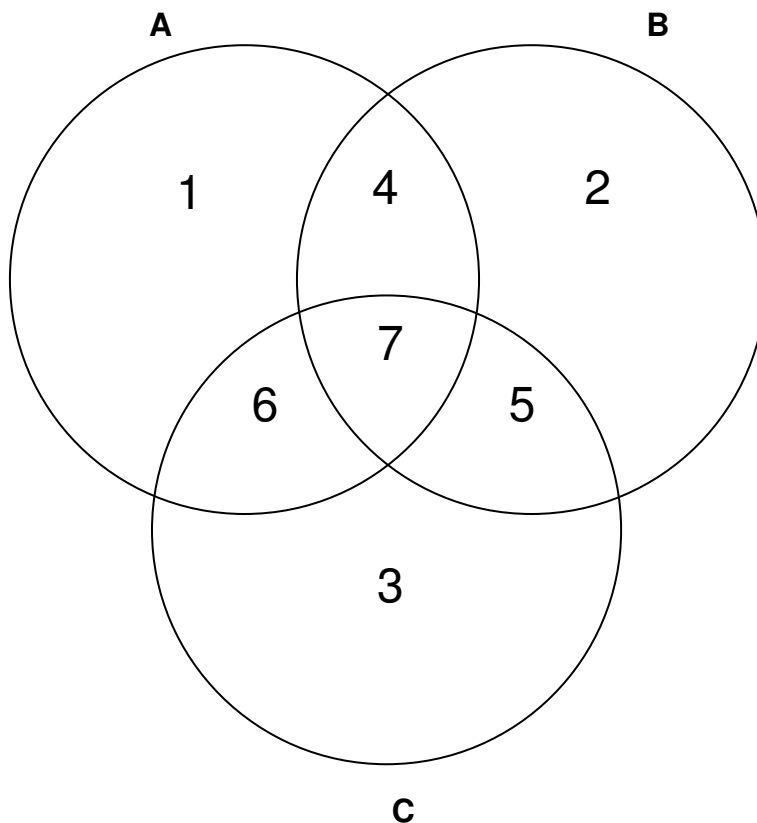
**Groups:** 15 – 20 people for groups of 3.

**How does it work?**

**Part I:**

Divide the group in teams of 3.

Each group designs 3 concentric circles and name them A, B and C.



*Figure 1: 3 concentric circles*

You number 7 areas as shown in Figure 1.

Each member of the group is represented by 1 circle. So, let's call them person A, B and C from now on.

*Remark: Do **NOT** write the names of the persons of your group anywhere!*

Everyone has to think about a unique, particular feature. It can be anything as long as it is a kind of unique:

- Experience (e.g. I have visited 50 different countries in 5 years)
- Physiological element (e.g. my feet have a different shoe size)
- Particular behaviour (e.g. I always take my pillow with me when I travel)
- Something you own (e.g. a 1972 Jaguar E Type V12 )
- Something you can do (e.g. I can move my ears without touching them)
- Performance (e.g. I walked a 100km in 24hours)
- Special hobby (e.g. I participate in offroad racing)
- Something other people will find hard to believe or is unlikely for you (e.g. you speak Hindi or studied Japanese or never travel by boat)
- Something funny about yourself (e.g. I had a car accident while looking at beautiful woman I was driving by)
- ...

Write it down in your own part of the circle. E.g. if you are person B, that would be at number 2.

The next step is to find two features you have in common with each other team member. E.g. if you are person B, write in number 4 what you have in common with person A. In number 5 you write what you have in common with person C.

The next step is to find one feature that you share with the three of you and put it in number 7.

Before you actually start writing, you have to come up with **1 LIE** and put it somewhere instead of a true feature.

Be creative! Look for some fun features or unlike characteristics!

*Remark: These Icebreakers can be real fun, if you talk to each other, exchanging experiences and finding a suitable feature for all seven areas, and especially finding a lie that is not obvious for others to guess.*

Each group has about 10 to 15 minutes to finalize Part I.

**Part II:**

This part will take about 10 minutes per group, so 50 to 70 minutes in total.

You appoint one of your team members as the leader. He/She will present the diagrams to the rest of the whole group. The group has to guess who represents person A, person B and person C. On top of that they must try to identify the lie and give a reason why they are thinking this must be the lie.

Let the crowd guess a couple of times and ask around who joins one guess or the other.

*Remark: You will notice that certain people have a firm believe that a certain person must be person B, while others are still in doubt or are convinced that this person has to be person C. Of course, some discussion will go to a yes/no argumentation, because they 'know' someone better than the rest, right? Something similar probably happens with the lie. You will see how much unknown ideas, unique features are shared among the group. Things nobody would have assumed earlier!*

If eventually nobody guesses it, or you tell the group after a while, you might find a lot of people feeling surprised about the outcome.

Keep track of the time and switch groups every 10 minutes.

**Optional:**

1. If your group is larger, or you want to do it differently, you can also make groups of four people. The number of areas goes up to 13 (instead of 7), but you can also put 2 lies (instead of 1) in it. This makes it even more fun in the guessing part!
2. If your group is larger, you can also take a limited number of teams who present themselves in front of the group.

**Lessons Learnt:**

- As a participant, you will learn more about your team members, because you have to talk to each other in order to find something in common. It will feel like you know these people for quite some time after this game.
- As a member of the crowd you will guess who is person A, B or C in other teams. Verify how many times you were right. You will probably end up with some wrong guesses. Ask yourself why?
- Some strange, interesting features will be shared among the group. These can be used as a subject for further conversation. Get more details from that person if you are interested or if you share a common subject.
- You probably learn about hobbies, experiences you never knew they existed or that some have really strange stuff!
- You might connect with people who have something in common, which you did not know before and they have shared it in the group (e.g. you also do offroad racing or are learning Hindi). Talk to them!
- You can have fun, even with a group of strangers. Even if your group consists of people you already 'know', how many new things did you learn about them? These will probably strengthen your relationship, right?

**Contact:**

If you want more info or additional fun exercises, just get in touch!

Bert Verdonck  
Oude Terelststraat 60  
2650 Edegem, Belgium  
T: +32 3 226 00 00  
F: +32 3 226 00 05  
E: [bert.verdonck@bertverdonck.com](mailto:bert.verdonck@bertverdonck.com)  
W: [www.bertverdonck.com](http://www.bertverdonck.com)