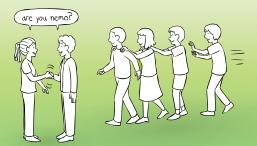
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Finding Nemo



Quick, addictively fun energiser your group will want to play again & again!

- 1. Appoint a secret person, and then announce this person is 'Nemo.'
- To start, everyone (including Nemo) greets one another, shaking hands, asking "ARE YOU NEMO?"
- 3. Everyone other than Nemo must answer "NO."
- Nemo will answer "NO." to first 5 to 10 people, after which, they must sav "YES."
- When a person hears "YES." to their question, they will quickly and silently form a congo-line behind Nemo.
- 6. Aim of game is to avoid being last person to join congo line.
- 7. The game concludes once everyone becomes part of line.

For video tutorials, leadership tips & variations, go to:

www.playmeo.com

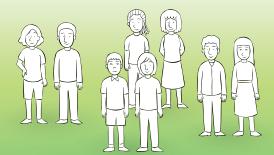
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Getting Into Pairs



You can never have enough fun, random methods to split your group into pairs

Ask each person to find someone else who has the same or similar...

- · Colour of top, pants, socks, etc
- Type of shoes worn
- · Month / season of birth
- Length of hair
- · Height, or size of hands, feet, thumb, etc
- · Colour of eyes or hair
- · Same last digit of their street address or phone number
- · Favourite genre of movie, sport, book, etc
- · Number of letters, syllables or vowels in their name

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Jump In Jump Out



Hilarious jumping exercise that is quaranteed to produce fits of laughter

- 1. Form circle, holding hands, facing in to centre.
- 2. Ask group to "SAY WHAT I SAY, AND DO WHAT I SAY."
- 3. Practice with one of four commands "JUMP IN," "JUMP OUT," "JUMP LEFT." or "JUMP RIGHT."
- 4. Call series of 'Jump' commands, one after another for 20 seconds.
- 5. Ask group to "SAY OPPOSITE OF WHAT I SAY & DO WHAT I SAY."
- 6. Continue series of 'Jump' commands, one after another for 20 seconds.
- 7. Ask group to "SAY WHAT I SAY & DO OPPOSITE OF WHAT I SAY."
- Continue series of 'Jump' commands, one after another for 20 seconds, or until circle breaks apart.

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