

## GET-TO-KNOW-YOU GAMES

“Loving fellowship, mutual encouragement, and willingness to learn together . . . should also characterize those essential relationships that bind together the components of society.” —The Universal House of Justice

**B**ahá'u'lláh's 200th birthday will be celebrated on October 22, 2017. With this holy day on the horizon, now is a great time to reach out to friends and neighbors and invite them to join your community's celebrations. At this special gathering, or at study circles, children's classes, and other events, playing games is a fun

way to build cooperation, laughter, and friendship.

Varying the types of games you play gives people with different ages and skills the chance to shine in some games and step out of their comfort zone in others. Games that require teamwork allow people to practice consultation and creativity.

### GUESS MY VIRTUE



Divide the group into teams of about three people each. Give one person on each team an index card with a virtue written on it (such as creativity or kindness).

The person holding the card describes the virtue to their teammates without saying the word or any part of it. The first team to guess its virtue wins. Continue playing with different virtues, taking turns as the describer.

### ALPHABET MIXER



Give each person a sheet of paper with the alphabet on the left side. The goal is to find out something about another person that starts with each letter (such as Susan visited Alaska; Amelia loves ballet).

Write the person's name and answer, but don't use the same person more than four times. Then share interesting discoveries about each other.

### BALLOON BUILDINGS



Split into two teams and give each team a bag of balloons and a roll of masking tape. They have four minutes to plan how to make the tallest tower they can, using only balloons and tape.

After four minutes, say "Go!" and let teams build for 10 minutes. The tallest tower wins!

### JOIN UP THE JOKES

Write a different joke on each index card. Write the matching punch lines on another set of cards. The total number of cards should equal the number of people playing. Mix up all the cards, and give one to each person.

When the leader gives a signal, players mingle and look for the person with the other part of their joke. When the pairs find each other, they need to learn three things about each other. Then everyone regroups, and each pair tells their joke to the others.



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