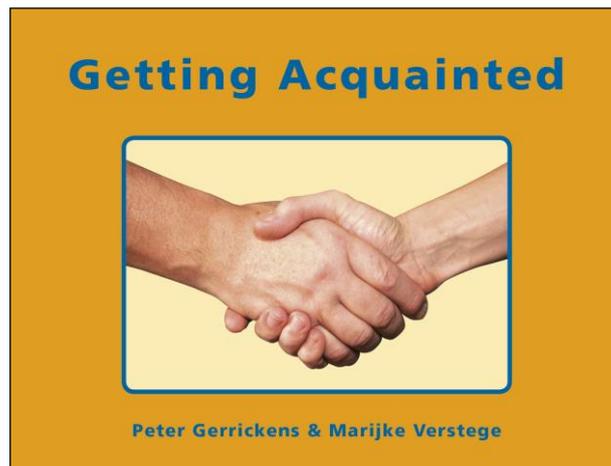


RULES FOR PLAYING GETTING ACQUAINTED



The purpose of this game is to get acquainted with other people in an unexpected way. Becoming acquainted within a group in a pleasing and inviting manner is very stimulating. Even if you are already acquainted you can use this game to discover new things and get to know each other even better.

Getting Acquainted consists of 56 cards, each with a question and corresponding picture. The pictures are humorous, inviting and stimulating. By matching a question to a picture, you become more involved with the question and your creativity will be stimulated. This enables you to easily find a matching answer to the question at hand.

The questions are divided into six categories (see back of the cards): youth & past; character & interests; behaviour & daily life; motivation & inspiration; work & career and wishes & future. You can identify the group by the colour of the dot at the start of the question. By choosing cards from all six categories you can obtain a broader picture of the people you are playing with. Another possibility is to use only a limited amount of groups.

You may use the game in a variety of situations in order to get to know each other (better) - for example in a group or team, but also in your circle of friends. Other possibilities are to use the game as an energizer (see Method 4), to give each other compliments (see Method 5) or to apply it in large groups in the form of a reception (see Method 6).

When making any first acquaintance it is very important that participants feel safe. In this game this means that people have the freedom to choose their own questions and also the degree to which they will answer them (see Method 1). Having participants choose their own questions also enables them to present themselves to the group in a positive way.

In some situations the necessary safety is already present. In that case other participants may choose the question for you (see Methods 2, 3, 4 and 6).

METHOD OF PLAY 1: THE FIRST ACQUAINTANCE

Purpose

Becoming (better) acquainted.

Prior Conditions

1. The participants form a (starting) group or team.
2. Number of participants: 3 -15.
3. Estimated playing time: 10 - 30 minutes.

Procedure

1. Place all cards face up on the table.
2. Choose a card with a question or picture that appeals to you.
3. In turn, explain the selected card. Answer the question (and state the association that the picture evokes in you). You may give the other participants the opportunity to ask further questions, in which case it is desirable that all participants receive about the same amount of time.

Alternative Version

In a group or team where people already know each other, the instruction at step 2 could be: choose a question to which the other participants do not yet know your answer.

METHOD OF PLAY 2: THE SURPRISE**Purpose**

Becoming (better) acquainted.

Prior Conditions

1. The participants form a (starting) group or team.
2. Number of participants: 3 - 20.
3. Estimated playing time: 10 - 30 minutes.

Procedure

1. One person holds the stack of cards face down and all participants pull out one card.
2. In turn, explain the selected card. Answer the question (and state the association that the picture evokes in you).

Note

In some situations it is desirable to make a pre-selection and discard questions that might be too confrontational for the participants.

METHOD OF PLAY 3: DISCOVERING NEW THINGS

Purpose

Becoming better acquainted with people you know already.

Prior Conditions

1. The participants already know each other.
2. Number of participants: 2 - 8.
3. Estimated playing time: 45 - 60 minutes.

Procedure

1. Put the stack of cards face down.
2. In turn, take a card from the stack and explain the selected card. Answer the question (and state the association that the picture evokes in you). Put the card face up in front of you.
3. Proceed until the stack of cards is depleted or you have run out of time.
4. In turn, state what was the most striking thing in the answers of each of the participants. You can use the cards in front of you as an *aide-memoire*.

Notes

1. In some situations it is desirable to make a pre-selection and discard questions that might be too confrontational for the participants.
2. You may also choose to discuss certain themes. In that case you can make a pre-selection based on the chosen themes.

Alternative version

If you know each other well (or think you do), the following version is an interesting option:

1. Put the stack of cards face down. You may make a pre-selection if you so desire.
2. All participants take a card from the stack. In turn, answer the question for one of the other participants. Agree amongst you who you will answer the question for. If the answer is correct, you may keep the card.
3. Proceed until the stack of cards is depleted or you have run out of time. Make sure to answer a question for a different participant in every round. The one who has the most cards in the end is the winner: he or she knows the others best.

METHOD OF PLAY 4: FIRING AWAY

Purpose

Becoming better acquainted in a group or a team.

Prior Conditions

1. Participants form a (starting) group or team.
2. Number of participants: 3 - 20
3. Estimated playing time: 10 - 30 minutes.

Procedure

1. Place all cards face up on the table.
2. Choose a card with a question to which you are interested in hearing the answer from one of the participants.
3. Ask the question to the participant you have chosen. This participant gives his or her answer and proceeds to ask his or her question to the next participant.
4. Continue until all participants have had a turn.

Notes

1. This method of play can also be used as an energizer.
2. If the number of participants is limited (max. 8), you can repeat steps 2 and 3 several times.
3. In some situations it is desirable to make a pre-selection and discard questions that might be too confrontational for the participants.

METHOD OF PLAY 5: SHARING GIFTS

Purpose

Giving positive mutual feedback.

Prior Conditions

1. The participants already know each other.
2. Number of participants: 3 - 15.
3. Estimated playing time: 10 - 30 minutes.

Procedure

1. Place all cards face up on the table. Place them on top of each other in such a way that as few questions as possible are visible.

2. Choose a card with a picture that in your opinion matches the person to your right, as it says something about a certain quality of this person.
3. In turn explain the selected card. The other person may ask for clarification.
4. Put the cards back in the stack after all participants have had a turn.
5. If you wish, steps 2 and 3 can be repeated for the person to your left.

Alternative Version

Take a card with a picture that matches you yourself, as it says something about a certain quality of yourself. In turn explain the selected card.

METHOD OF PLAY 6: RECEPTION

Purpose

Becoming (better) acquainted in an active way.

Prior Conditions

1. Participants need not know each other.
2. Number of participants: 6 – 100. One game is required per 7 participants.
3. Estimated playing time: 30 - 50 min.

Procedure

1. All participants receive a random selection of 8 cards. Participants position themselves opposite each other in pairs.
2. Both participants blindly draw a card from the partner.
3. In turn answer the question on the card and state the association that the picture evokes in you. Proceed to ask in depth about the answers given. Time permitting, you may each draw another card. Return the cards when you are done.
4. After 5 minutes the coach will give a sign to finish up the conversation. Proceed to the next participant and repeat steps 2 and 3.
5. A minimum of 4 rounds are played in a similar manner (depending on the size of the group and the time available).

Notes

1. A pre-selection can be made to discard certain questions that might be too confrontational for (some) of the participants.
2. When playing this game in a team or group of moderate size, a plenary round of completion can be held. Questions to ask:

- Which question did you find the most interesting to answer? What was your answer?
- What was the most striking thing you heard and who said it?
- With whom would you like to talk in more depth about the things you have heard?

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