




15 Three circles

In brief  A game that allows players to give detailed introductions to each other

What's it for?  This game is especially useful for courses: lasting more than one day; in which it is useful for players to get to know each other well; comprising people who work for the same organisation but perhaps in functional silos


Numbers  Ideally not more than fifteen

Time  Total time: 60 minutes


- Outline: 5 minutes
- Play: 45 minutes for a group of ten to twelve
- Debrief: 10 minutes

Props  A sheet of flipchart paper and a marker pen for each team

Preparation  On a sheet of flipchart paper draw the three interlocking circles to use when outlining the game to the teams; see Trainer's brief on page 21

- Play** 
- Players work in teams of three
 - Each team draws three interlocking circles on a sheet of flipchart paper. Each circle represents one of the three players
 - Each pair questions the third person about themselves
 - In each non-interlocking area, write those things which are unique to the individual
 - Where two circles interlock, write those things which that pair shares but the other does not
 - In the central intersection, write those things which all three have in common
 - Try to get the players to talk about non-work-related as well as work-related experiences in their lives
 - At the end of the allotted time, ask the teams to introduce themselves. Nobody should introduce themselves – each person should introduce someone else on their own team





Afterwards  Ask each team to present their findings. Nobody is allowed to introduce themselves – each must introduce one other member of their team of three. Note that if the first two introduce each other, then the third one is left out in the cold. They should introduce each other in rotation so that everyone has an equal share of the introductions. Don't warn them of this in advance – their reaction when they get it wrong is a good ice-breaker

Encourage other players to ask teams questions as they introduce themselves

Rather than simply letting them read out what is on their flipchart sheet, question them about anything particularly interesting

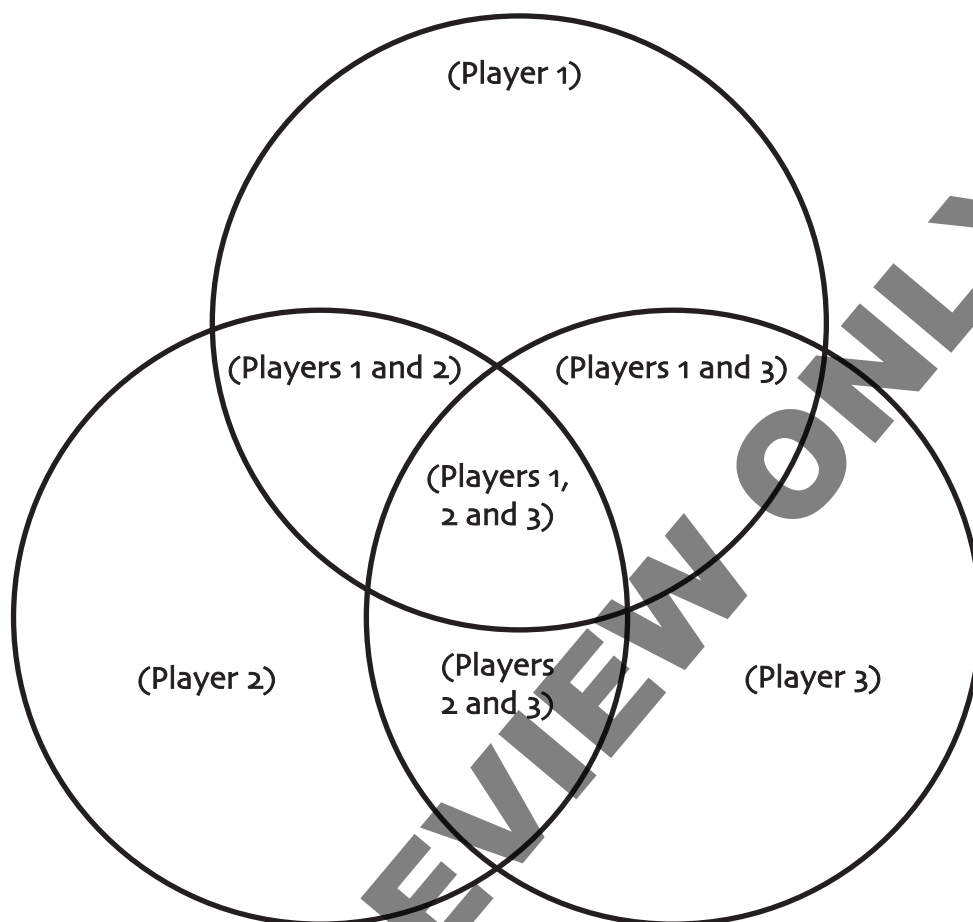
Ensure that you ask each person at least one question, so that nobody is left feeling that their life is less interesting than others'

- Variations**  1. Ask the teams to add one or more bullet points at the bottom of the sheet describing what they would like to get from the course
2. Specify the information you want from each player, rather than allowing them free rein to choose. For example: name, job role, favourite film, favourite song, favourite place
3. Allow the players to design their own interlocking shapes, rather than being restricted to circles

Notes  We have played this many times and very occasionally you encounter someone who claims to have done nothing interesting in their life at all. Circulate whilst teams are completing the three circles and try to elicit more from those for whom little of interest has been written. Ask them about a favourite book, a favourite place they have visited, their most memorable experience, a disastrous holiday and so on.

15 THREE CIRCLES

Trainer's brief



FOR PREVIEW ONLY