

Simple Getting-To-Know-You Games for Trek

1. **Tails** – This is an extremely simple game. This game will have you chasing after your own tail! This game is for 4 or more players and should be played in an open area. To play, you need one bandana, washcloth or sock for each player (This is your tail). First, each player hangs their "tail" from their back pocket or waistband. On the word, "go," each player tries to take the other players' tails without letting anyone else get theirs. When a player's tail is taken or falls off, they have to sit down. The last player standing wins.
2. **Thimble** – This game requires a single thimble (or small lid of similar size) and a cup of water. The person who is "it" fills the thimble with water and selects a category (candy bars, animals, colors, flavors of ice cream, fruits, etc.) and announces the category to the group. They then think of one item from that category as their selection but tells no one what it is. For example if their category is colors they might select blue. The person then walks around the circle holding the thimble in their hand. The players in the circle guess a color. If that color is the selected color then the person who is "it" splashes the player in the face. If the color was already said by another person then they get a splash in the face. (A thimble holds a lot more than you think!) The person who gets splashed in the face takes the next turn to be "it".
3. **Tangle** – Players stand in a tight circle. Have everyone put their right hands in the middle and instruct them to join their left hands with someone else's right hand. No one should join two hands with the same person. Now, without letting go, the group must become "untangled".
4. **Never Have I Ever Game** - Tell everyone to sit in a circle. Each player holds out all ten fingers and places them near the floor. One by one, each person announces something that they have never done; for example, they say, "Never have I ever been to Canada." For each statement, all the other players put one finger down if they have done that statement. So, if three other people have been to Canada before, those three people must put down a finger, leaving them with nine fingers. The goal is to stay in the game the longest (to have fingers remaining). Thus, it is a good strategy to say statements that most people have done, but you haven't. This can be humorous (e.g. "Never have I ever skipped a class in school" or "Never have I ever wet my pants.") The game provides a good way to find out unique experiences and facts about people.
5. **Ultimate Ninja** – All players must start by standing in a circle facing each other with their hands in front of them. The lead player (after the first round, the lead player will be the winner of the previous round) will loudly say "Ultimate," and then everyone in the circle will say "Ninja!" as they choose a pose. Once they have chosen a pose, everyone except the lead player must stay frozen. The lead player will then try to hit another player's hand in one swift motion. They must freeze in the position they were in at the end of their attack. If they hit another player's hand, that player is out of the game for the rest of the round. The "attacked" player may move out of the way, but must re-freeze in their new position. From there, each person will take a turn going clockwise around the circle. Players may attack anybody and move anywhere they want as long as they remain frozen (unless they are attacking or being attacked). The game is over when there is only one player left! The game moves relatively quickly, but players tend to be enthusiastic about playing multiple rounds.