

STOKE DECK

version 1.0



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What and why?

The Stoke Deck is a collection of activities used at the d.school to Boost Energy, Create Focus, Get Personal, Nurture Camaraderie, and Communicate Mindsets. Use them at the beginning of class or during transitions. Search the index cards to find the perfect stoke for you!

This is just version 1.0, so write in the margins, change what doesn't work, and customize as necessary. Also, use the blank cards to write other stokes you hear about and invent new ones. Let us know how this deck works for you - we look forward to feedback!

Have fun!
Taylor and Tania



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WE WANT TO...

**CREATE
FOCUS**

Try these!

-
- 1 Soundball
 - 2 One-Word Proverbs
 - 5 I'm a Tree
 - 6 Alphabet Soup
 - 7 Category, Category, Die!
 - 15 Misnamer
 - 19 Fail Test
 - 28 Yee-haw!

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WE WANT TO...

**BOOST
ENERGY**

Try these!

-
- | | |
|-------------------------------|---------------------|
| 1 Soundball | 23 Rapid Fire Teams |
| 3 Yes, and... | 27 The Wind Blows |
| 4 Long Lost Friends | 28 Yee-haw! |
| 7 Category, Category, Die! | |
| 8 The Shake Down | |
| 9 Rock-Paper-Scissors War | |
| 10 Lemonade | |
| 11 Accelerating Introductions | |
| 12 Blind Disco | |
| 20 Remember when...? | |

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| 11 Accelerating Introductions | |
| 12 Blind Disco | |
| 20 Remember when...? | |

WE WANT TO...

**NURTURE
CAMARADERIE**

Try these!

-
- 2 One Word Proverbs
 - 4 Long Lost Friends
 - 6 Alphabet Soup
 - 9 Rock-Paper-Scissors War
 - 10 Lemonade
 - 13 Yes, let's!
 - 17 Name Tag
 - 18 Three-headed Expert
 - 20 Remember when...?
 - 23 Rapid Fire Teams
 - 25 Convergence

Try these!

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- 2 One Word Proverbs
 - 4 Long Lost Friends
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WE WANT TO...

**COMMUNICATE
MINDSET**

Try these!

-
- 3 Yes, and...
 - 13 Yes, let's!
 - 18 Three-headed Expert
 - 19 Fail Test
 - 22 1713
 - 25 Convergence
 - 26 Awkward Silence

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 - 13 Yes, let's!
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WE WANT TO...

**GET
PERSONAL**

Try these!

-
- 11 Accelerating Introductions
 - 14 Story Swap
 - 16 Origin Story
 - 21 How Are You, Really?
 - 24 Gesture Name Game
 - 26 Awkward Silence
 - 27 The Wind Blows

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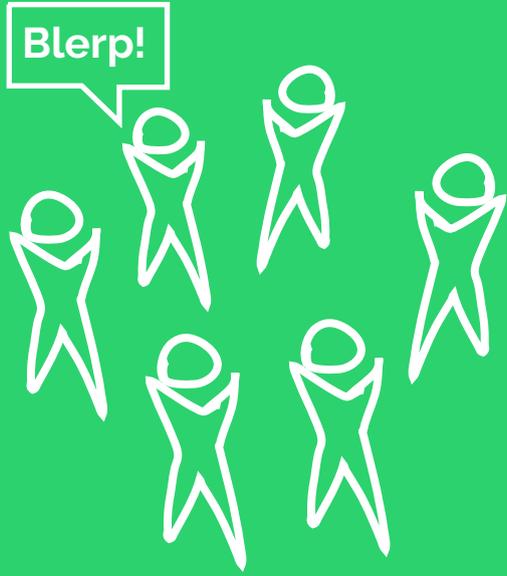
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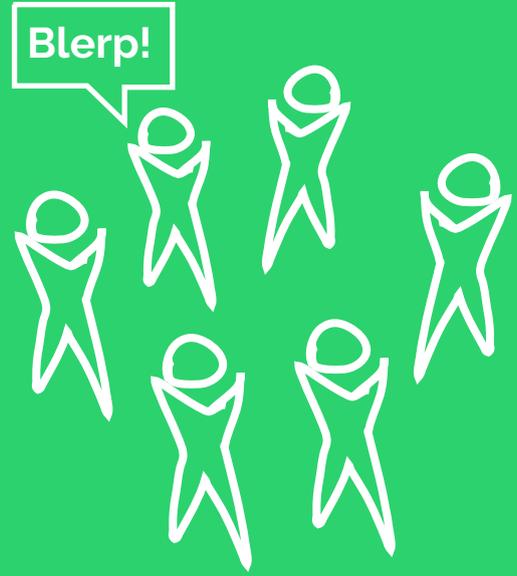
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1. SOUNDBALL



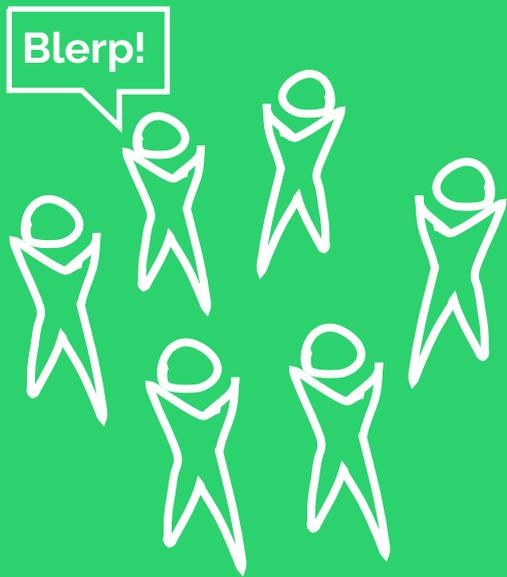
BOOST ENERGY + CREATE FOCUS

1. SOUNDBALL



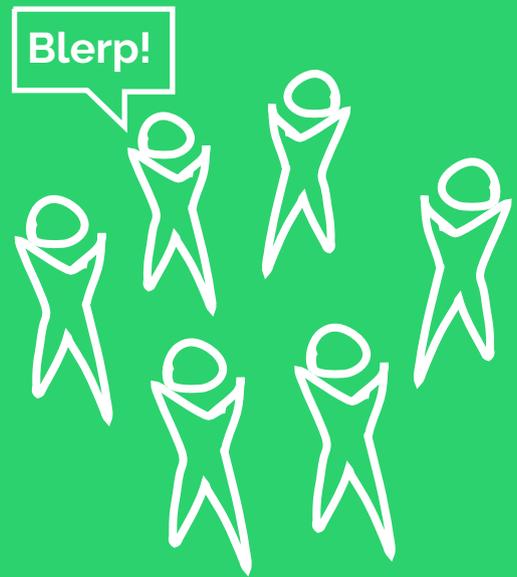
BOOST ENERGY + CREATE FOCUS

1. SOUNDBALL



BOOST ENERGY + CREATE FOCUS

1. SOUNDBALL



BOOST ENERGY + CREATE FOCUS

INSTRUCTIONS

of PEOPLE



- 1| Circle up.
- 2| Make a sound and throw an imaginary ball to someone.
- 3| Recipient catches the ball and repeats sound. Then they make a new sound and throw the ball to a different person.
- 4| To make it harder, add new categories and play with multiple balls at once!

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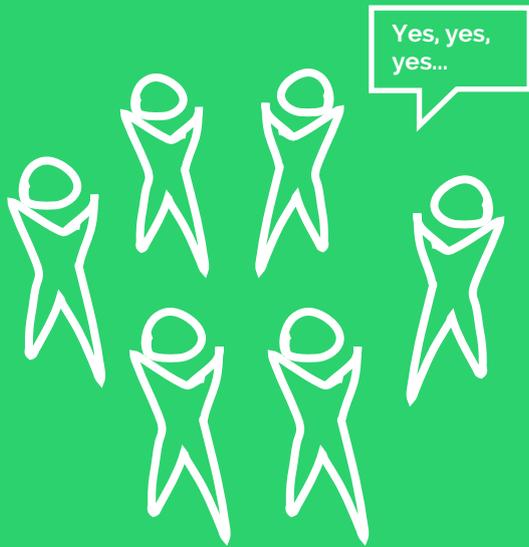
INSTRUCTIONS

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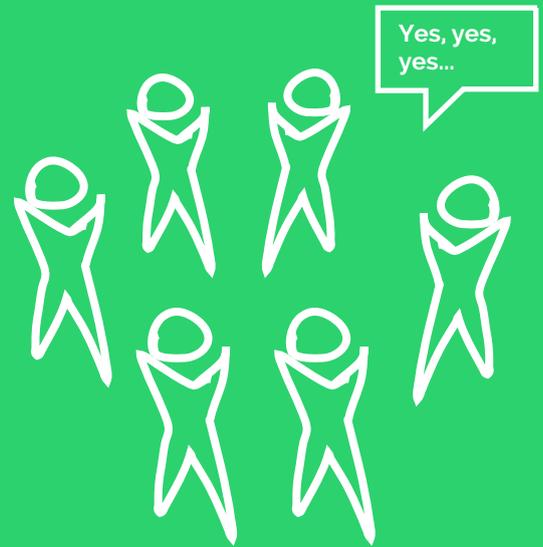
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2. ONE WORD PROVERBS



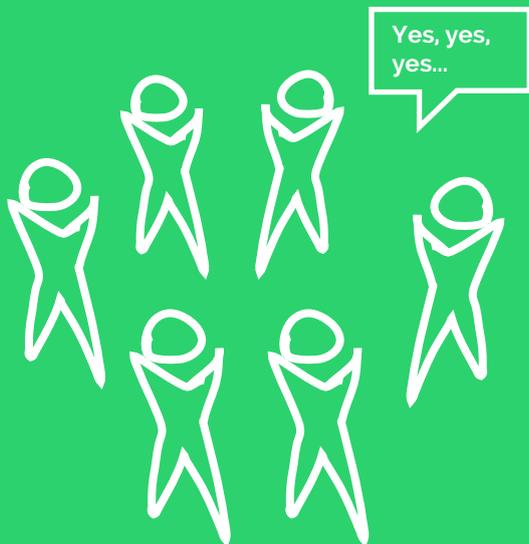
NURTURE CAMARADERIE + CREATE FOCUS

2. ONE WORD PROVERBS



NURTURE CAMARADERIE + CREATE FOCUS

2. ONE WORD PROVERBS



NURTURE CAMARADERIE + CREATE FOCUS

2. ONE WORD PROVERBS



NURTURE CAMARADERIE + CREATE FOCUS

INSTRUCTIONS

of PEOPLE



- 1| Circle up.
- 2| Someone begins a “proverb” by saying one word.
- 3| The person next to them continues the “proverb” with another word.
- 4| Keep moving around the circle until the proverb feels complete, at which point everyone taps their fingers together and says “yesyesyesyesyes...”

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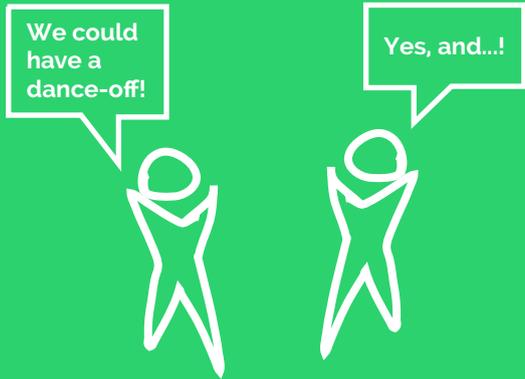
INSTRUCTIONS

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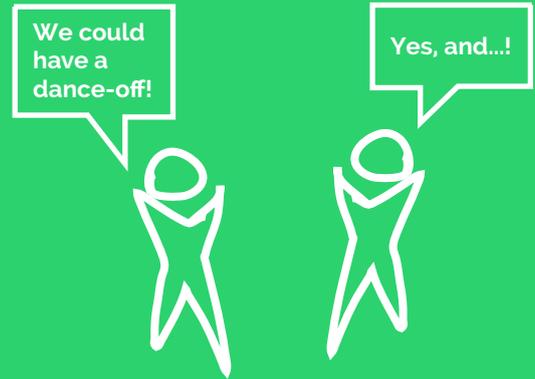
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3. YES, AND...



COMMUNICATE MINDSET + BOOST ENERGY

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3. YES, AND...



COMMUNICATE MINDSET + BOOST ENERGY

3. YES, AND...



COMMUNICATE MINDSET + BOOST ENERGY

INSTRUCTIONS

of PEOPLE



- 1| Partner up.
- 2| Facilitator introduces a theme (e.g. party or vacation planning).
- 3| Partner A suggests an idea within the theme.
- 4| Partner B builds on that idea, starting their sentence with "Yes, and..."
- 5| Partners continue to build off each other until time is up!

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4. LONG LOST FRIENDS



NURTURE CAMARADERIE + BOOST ENERGY

4. LONG LOST FRIENDS



NURTURE CAMARADERIE + BOOST ENERGY

4. LONG LOST FRIENDS



NURTURE CAMARADERIE + BOOST ENERGY

4. LONG LOST FRIENDS



NURTURE CAMARADERIE + BOOST ENERGY

INSTRUCTIONS

of PEOPLE



Everyone wanders around and people stop to greet a partner according to a scenario that the facilitator calls out. The facilitator calls out...

- 1| Your partner is a long-lost friend.
- 2| You're 70% sure your partner is famous.
- 3| You shared an awkward first date last week with your partner.
- 4| Make up your own!

INSTRUCTIONS

of PEOPLE



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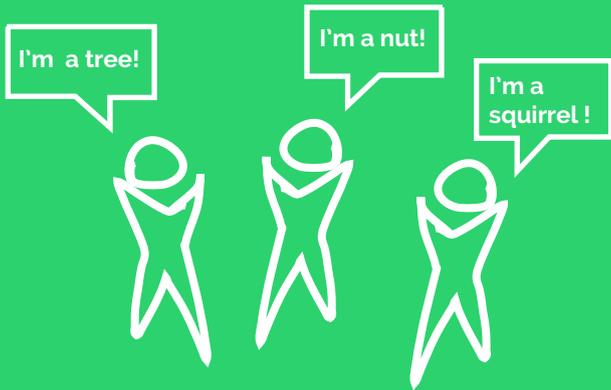
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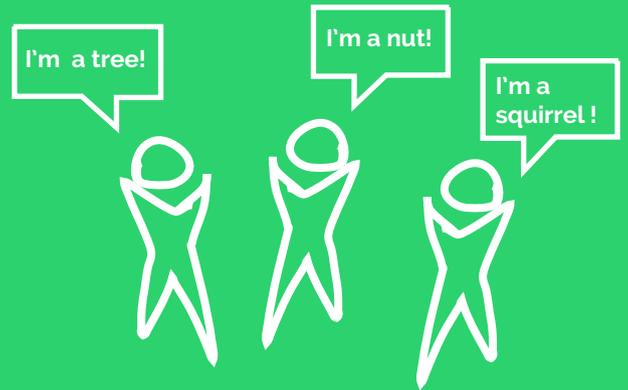
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5. I'M A TREE



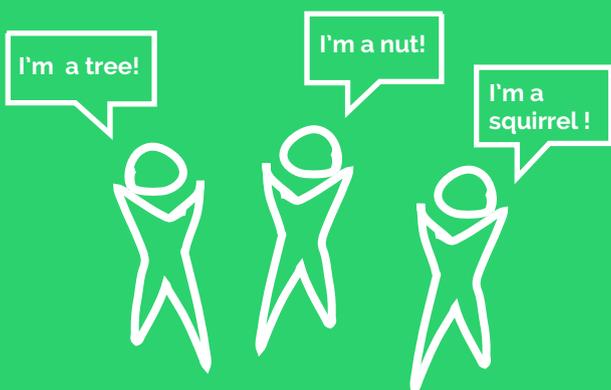
CREATE FOCUS

5. I'M A TREE



CREATE FOCUS

5. I'M A TREE



CREATE FOCUS

5. I'M A TREE



CREATE FOCUS

INSTRUCTIONS

of PEOPLE



- 1| Circle up.
- 2| Someone goes to center and says "I'm a tree!" and impersonates a tree.
- 3| Another person joins the tree and says "I'm a nut!" and impersonates a nut.
- 4| A third participant enters and says "I'm a squirrel!" and impersonates a squirrel.
- 5| The tree and nut exit the scene, and two new people enter, building a new scene around the squirrel (that might have nothing to do with trees or nuts!)
- 6| Continue until everyone has participated!

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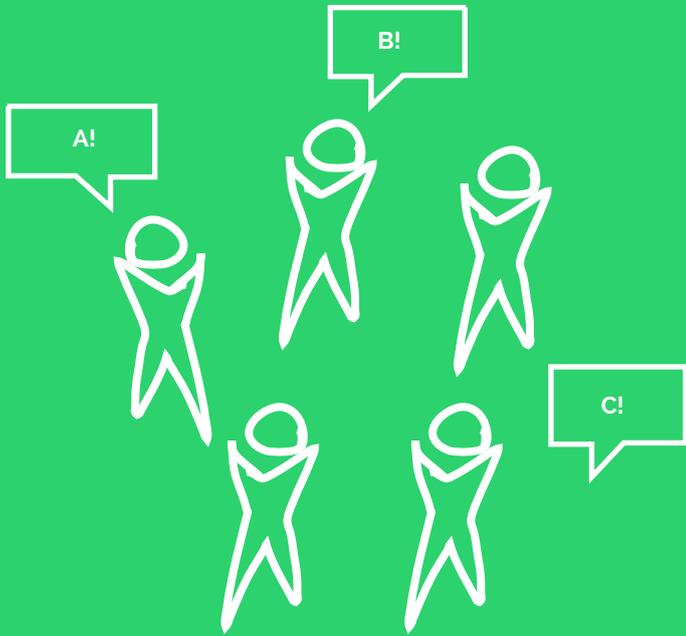
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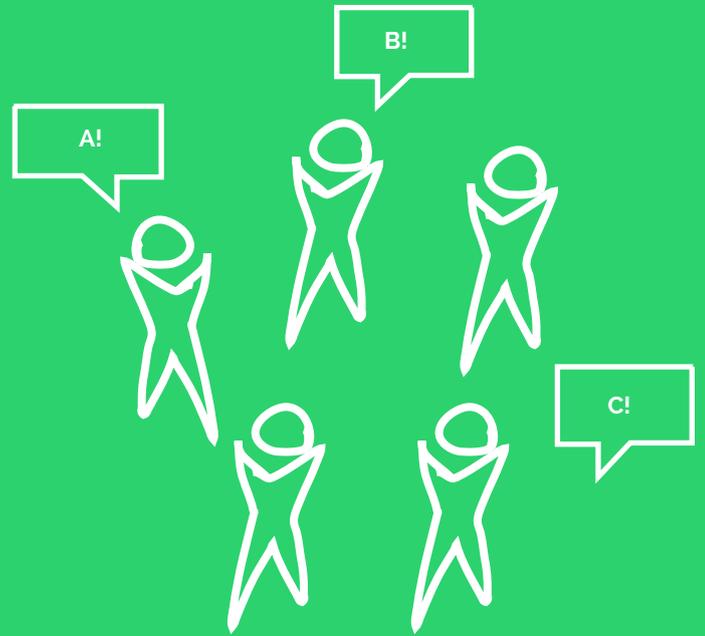
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6. ALPHABET SOUP



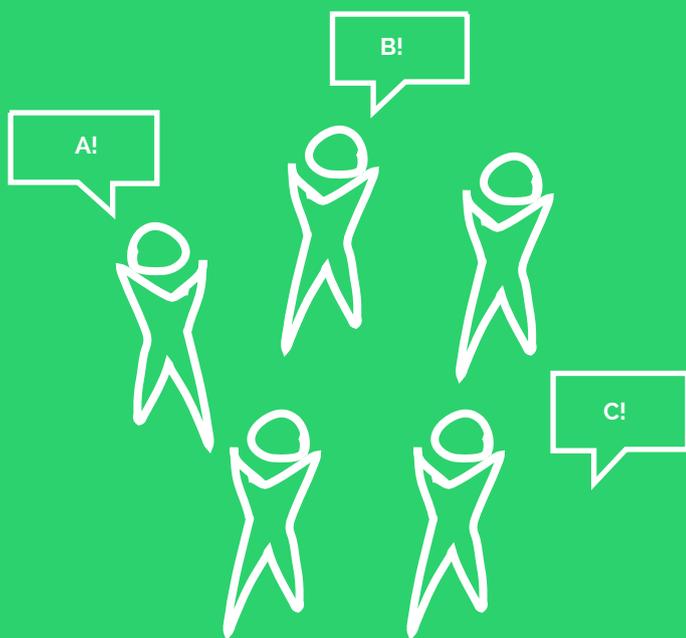
NURTURE CAMARADERIE + CREATE FOCUS

6. ALPHABET SOUP



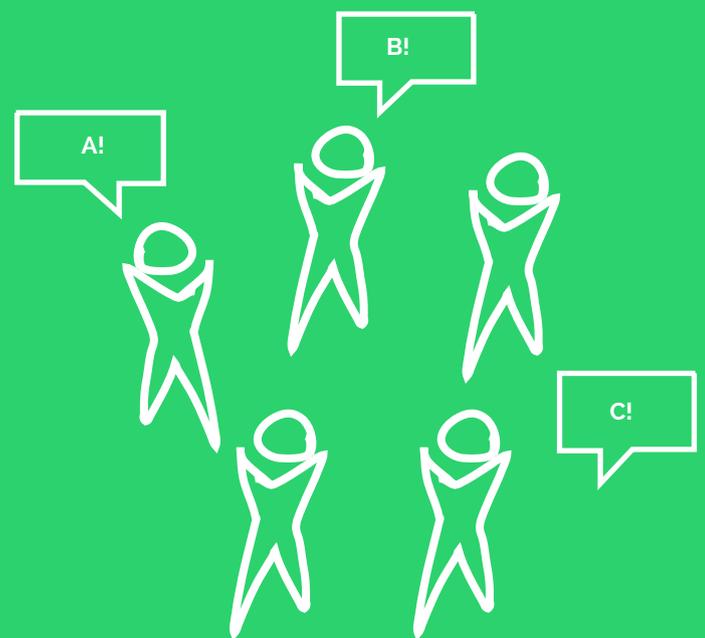
NURTURE CAMARADERIE + CREATE FOCUS

6. ALPHABET SOUP



NURTURE CAMARADERIE + CREATE FOCUS

6. ALPHABET SOUP



NURTURE CAMARADERIE + CREATE FOCUS

INSTRUCTIONS

of PEOPLE



- 1| Someone shouts out the letter "A."
- 2| The group attempts to progress through the alphabet at random, one letter at a time, without the same letter being shouted at once.
- 3| If the same letter is shouted at once by multiple people, you start over at "A"!
- 4| See if you can get the whole alphabet! If that's too easy, see how high you can get using numbers!

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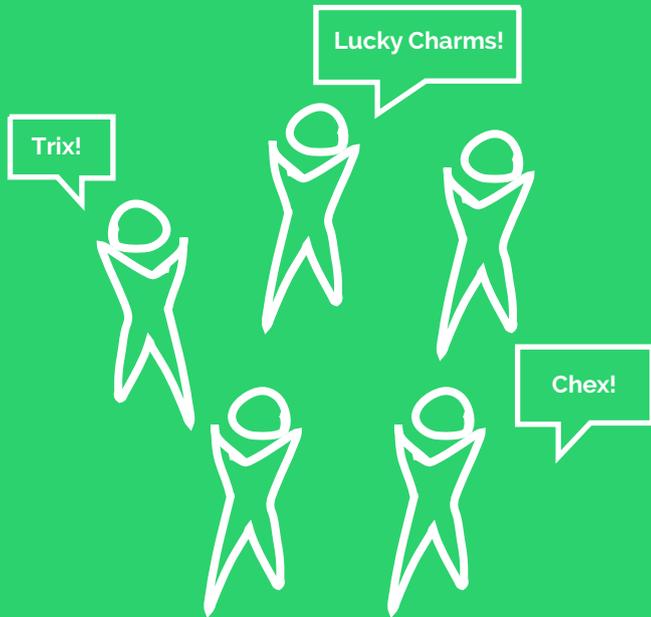
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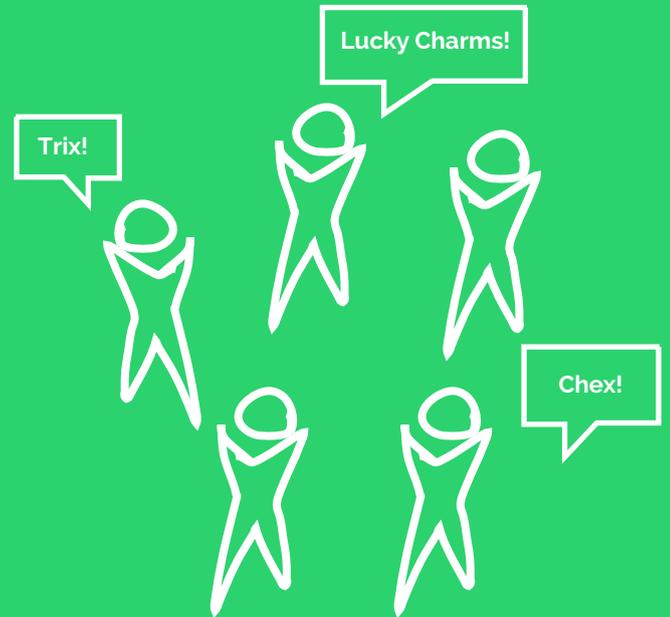
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7. CATEGORY, CATEGORY, DIE!



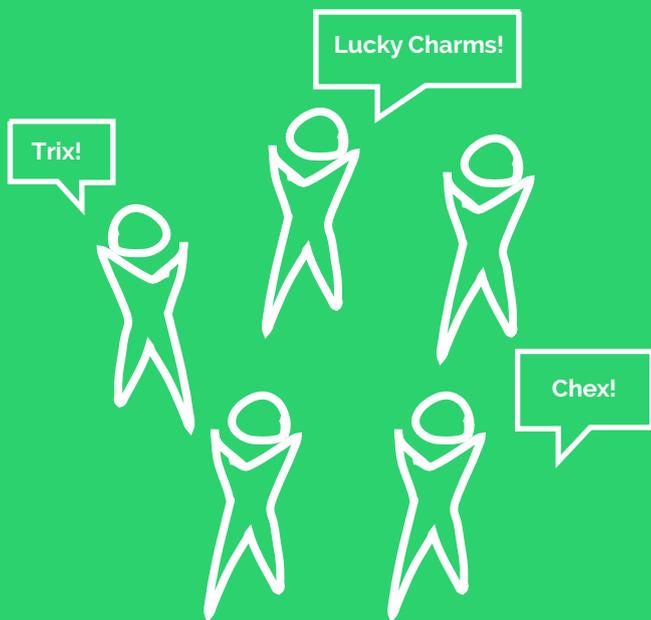
CREATE FOCUS + BOOST ENERGY

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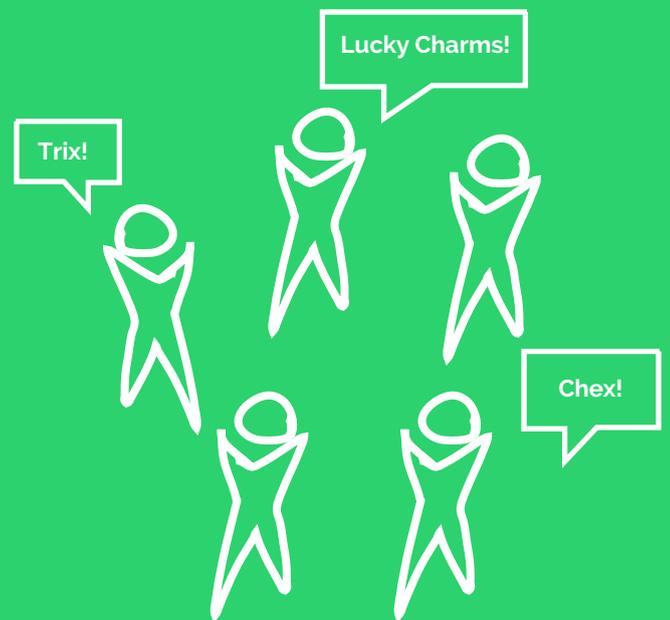
CREATE FOCUS + BOOST ENERGY

7. CATEGORY, CATEGORY, DIE!



CREATE FOCUS + BOOST ENERGY

7. CATEGORY, CATEGORY, DIE!



CREATE FOCUS + BOOST ENERGY

INSTRUCTIONS

of PEOPLE



- 1| Circle up.
- 2| Facilitator chooses a category (e.g. types of tree or cereal brands).
- 3| Go around the circle with each person giving an example from the category (e.g. Maple or Trix)
- 4| When someone can't think of one or repeats one that's been said, they're out!

Tip: Add another category moving in the opposite direction for an extra challenge!

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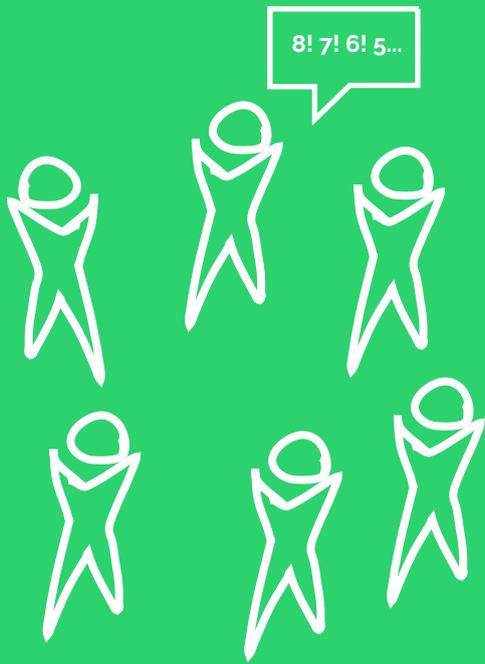
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8. THE SHAKE DOWN



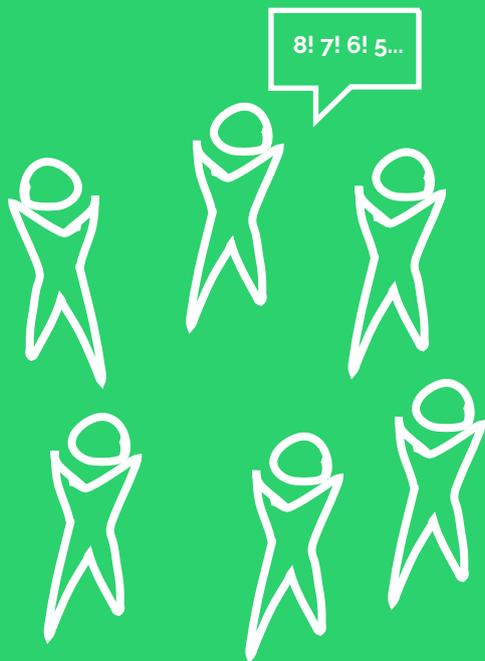
BOOST ENERGY

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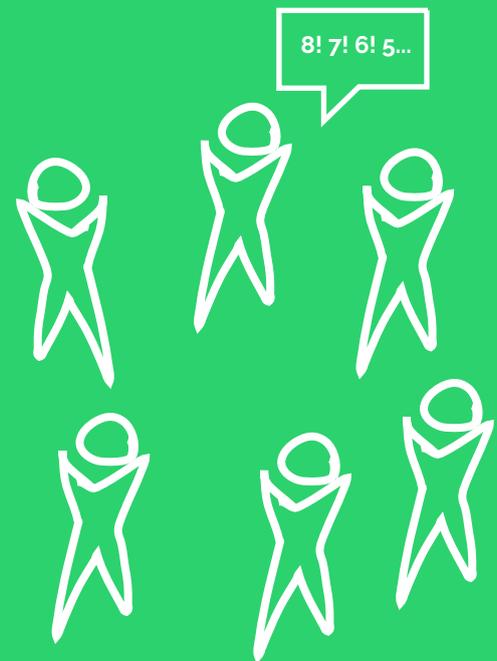
BOOST ENERGY

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BOOST ENERGY

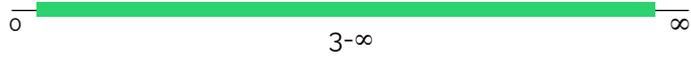
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BOOST ENERGY

INSTRUCTIONS

of PEOPLE

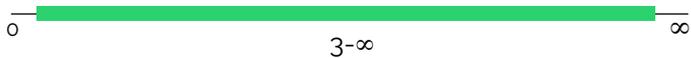


Facilitator says:

- 1| Everyone stand up!
- 2| Shake out your right arm 8 times, counting down from 8.
- 3| Shake out your left arm 8 times, counting down from 8.
- 4| Shake out your right leg 8 times, counting down from 8.
- 5| Shake out your left leg 8 times, counting down from 8.
- 5| Repeat the progression for 7, then 6, then 5, 4, 3, 2, 1!

INSTRUCTIONS

of PEOPLE

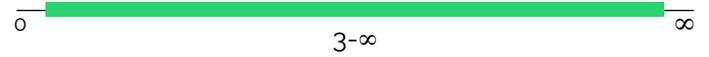


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INSTRUCTIONS

of PEOPLE



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INSTRUCTIONS

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9. ROCK-PAPER-SCISSORS WAR



BOOST ENERGY + NURTURE CAMARADERIE

9. ROCK-PAPER-SCISSORS WAR



BOOST ENERGY + NURTURE CAMARADERIE

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BOOST ENERGY + NURTURE CAMARADERIE

9. ROCK-PAPER-SCISSORS WAR



BOOST ENERGY + NURTURE CAMARADERIE

INSTRUCTIONS

of PEOPLE



- 1| Partner up.
- 2| Play rock-paper-scissors.
- 3| Winner moves on to challenge another winner; loser becomes winner's biggest fan and must cheer as loudly as they can in subsequent rounds.
- 4| Continue until you have half the group on each side for the final match!

Tip: agree on rules of rock-paper-scissors before you start!

INSTRUCTIONS

of PEOPLE



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INSTRUCTIONS

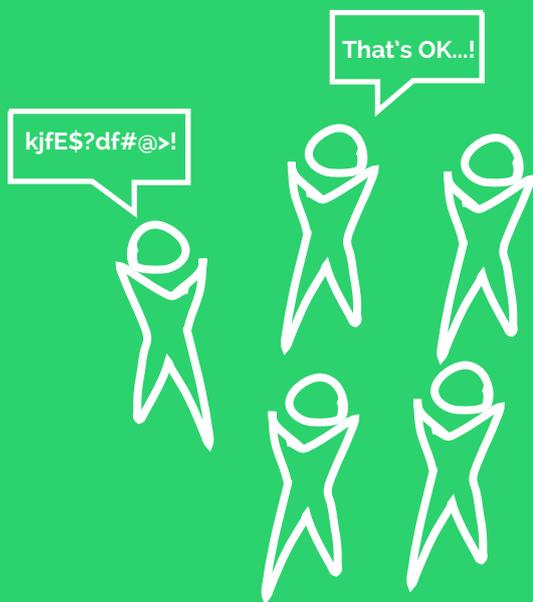
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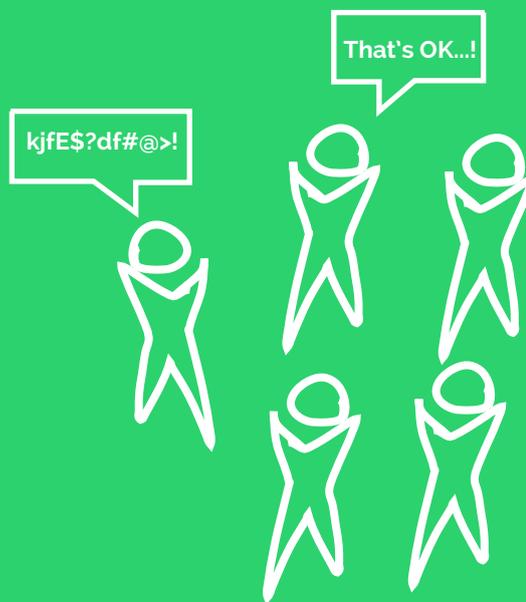
Tip: agree on rules of rock-paper-scissors before you start!

10. LEMONADE



BOOST ENERGY + NURTURE CAMARADERIE

10. LEMONADE



BOOST ENERGY + NURTURE CAMARADERIE

10. LEMONADE



BOOST ENERGY + NURTURE CAMARADERIE

10. LEMONADE



BOOST ENERGY + NURTURE CAMARADERIE

INSTRUCTIONS

of PEOPLE



1| Circle up.

2| Someone states a “lemon” - a bummer about their day or week (e.g. “I spilled coffee on my pants this morning”).

3| The next person turns that into “lemonade” by looking on the bright side (e.g. “But now you have a great new pattern on your pants!”).

4| The next person states a new “lemon,” and the cycle continues around the circle.

INSTRUCTIONS

of PEOPLE



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INSTRUCTIONS

of PEOPLE



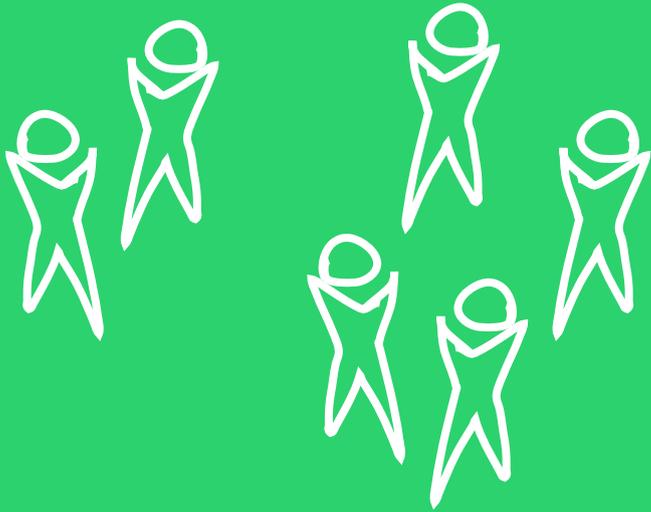
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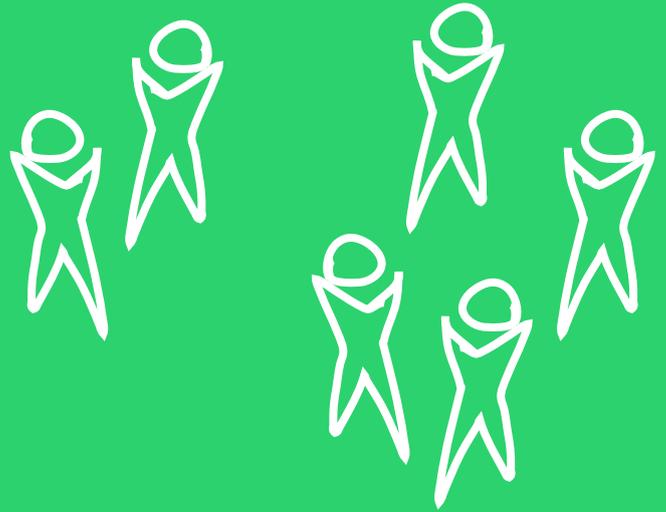
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11. ACCELERATING INTRODUCTIONS



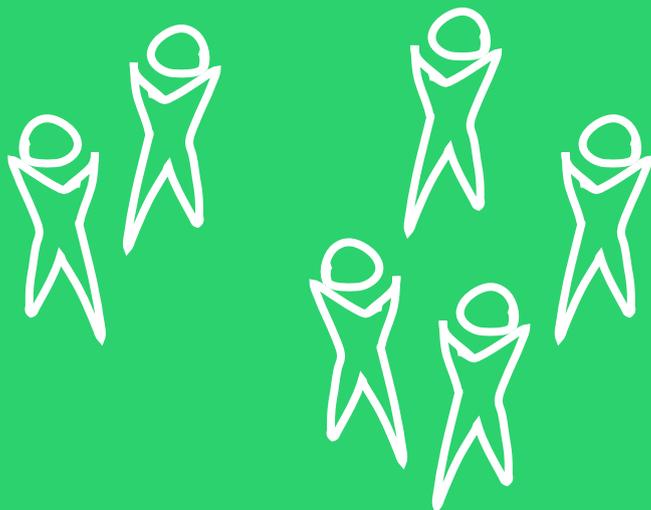
BOOST ENERGY + GET PERSONAL

11. ACCELERATING INTRODUCTIONS



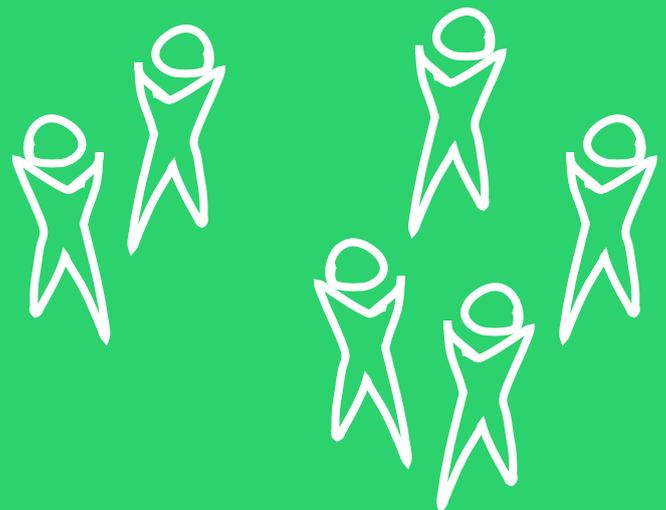
BOOST ENERGY + GET PERSONAL

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BOOST ENERGY + GET PERSONAL

11. ACCELERATING INTRODUCTIONS



BOOST ENERGY + GET PERSONAL

INSTRUCTIONS

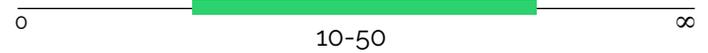
of PEOPLE



- 1| Partner up.
- 2| Partners introduce themselves to each other in 2 minutes.
- 3| Pair up with another pair.
- 4| In 1 minute total, everyone introduces their partner to the group of 4.
- 5| Pair up with another quad.
- 6| In 30 seconds total, everyone introduces their partner to the group of 8.
- 7| Continue doubling the group size and halving the time until you have one big group and not enough time!

INSTRUCTIONS

of PEOPLE



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12. BLIND DISCO



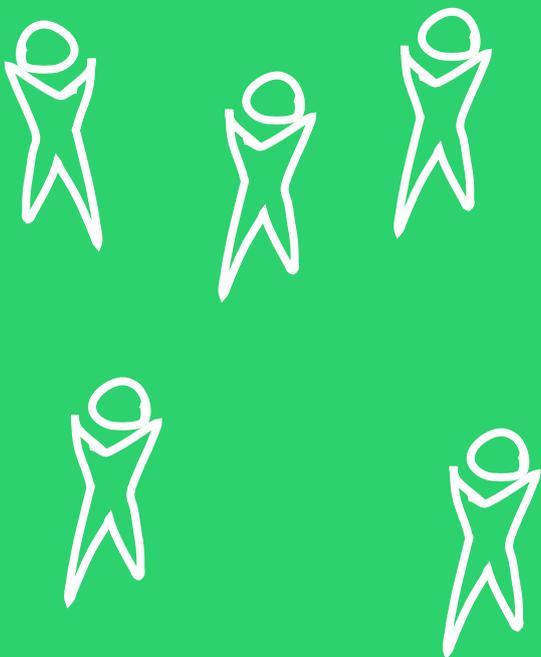
BOOST ENERGY

12. BLIND DISCO



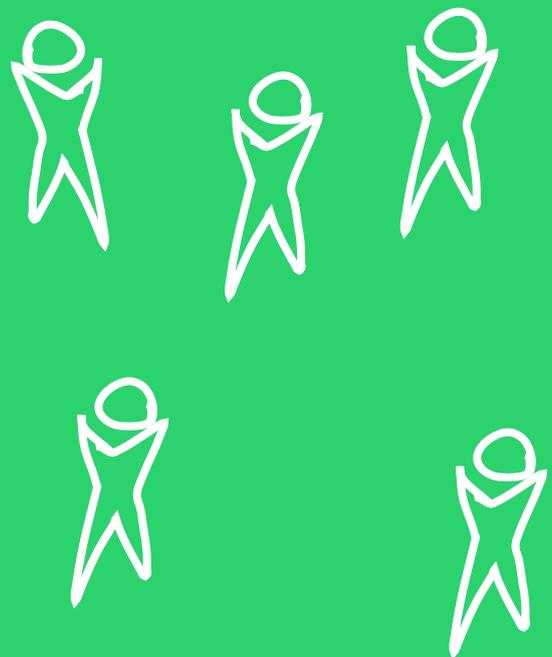
BOOST ENERGY

12. BLIND DISCO



BOOST ENERGY

12. BLIND DISCO



BOOST ENERGY

INSTRUCTIONS

of PEOPLE



- 1| Everyone closes their eyes.
- 2| Facilitator plays a funky jam.
- 3| Everyone dances like no one is watching - because no one is!

INSTRUCTIONS

of PEOPLE



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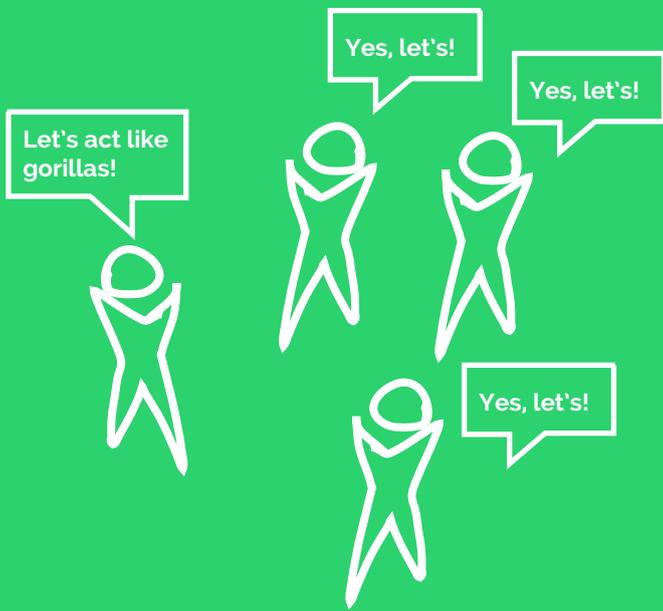
INSTRUCTIONS

of PEOPLE



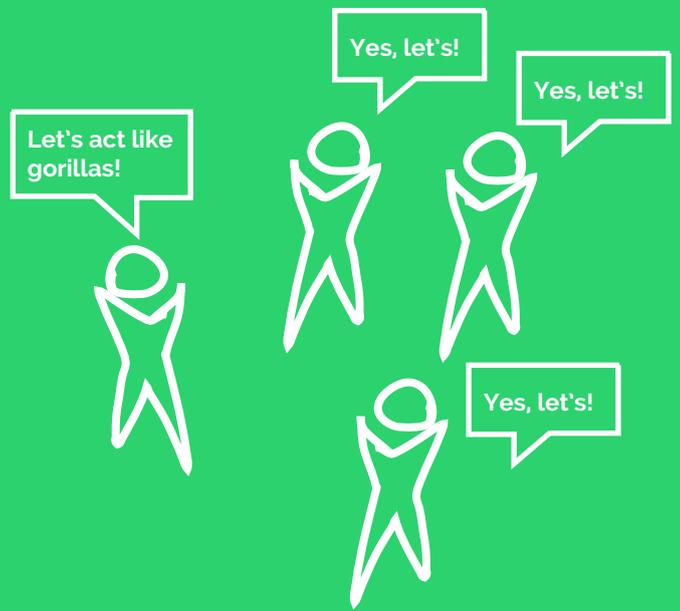
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- 3| Everyone dances like no one is watching - because no one is!

13. YES, LET'S!



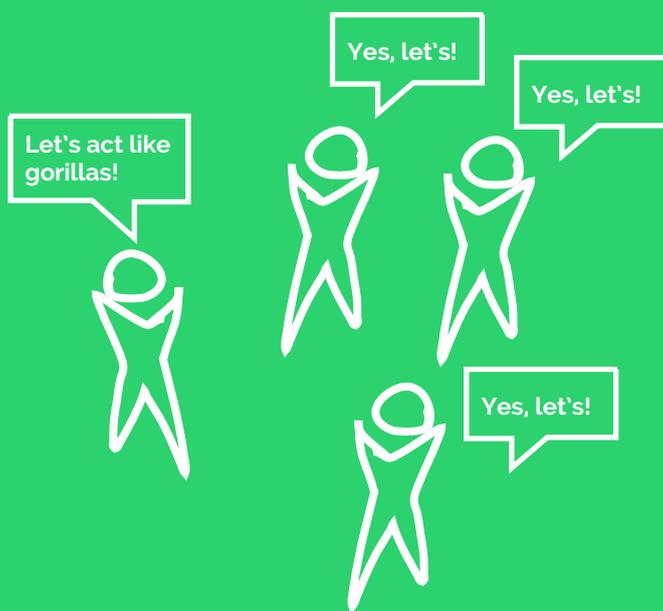
COMMUNICATE MINDSET + NURTURE CAMARADERIE

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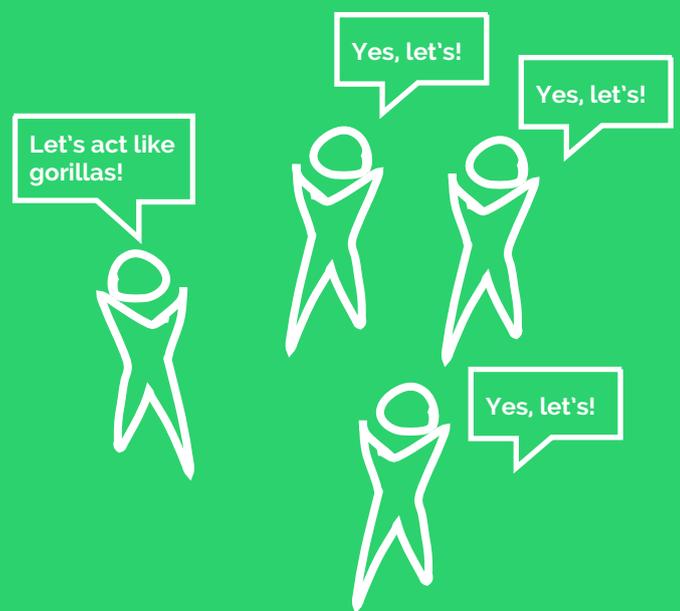
COMMUNICATE MINDSET + NURTURE CAMARADERIE

13. YES, LET'S!



COMMUNICATE MINDSET + NURTURE CAMARADERIE

13. YES, LET'S!



COMMUNICATE MINDSET + NURTURE CAMARADERIE

INSTRUCTIONS

of PEOPLE



- 1| Someone makes an offer to the group (e.g. "Let's be baby birds!" or "Let's act like we don't understand gravity!").
- 2| Everyone replies with "Yes, let's!" and then acts out the suggestion.
- 3| Anyone yells out the next offer at any time!

INSTRUCTIONS

of PEOPLE



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of PEOPLE



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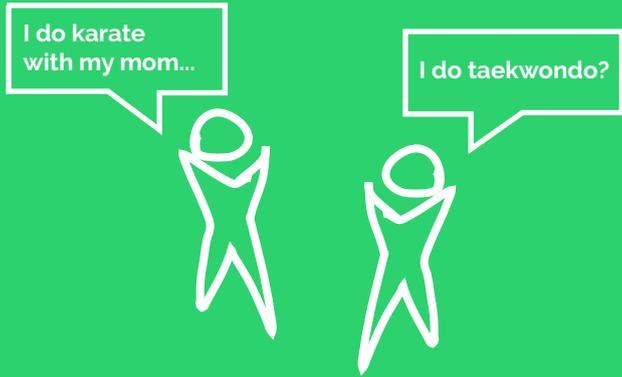
INSTRUCTIONS

of PEOPLE



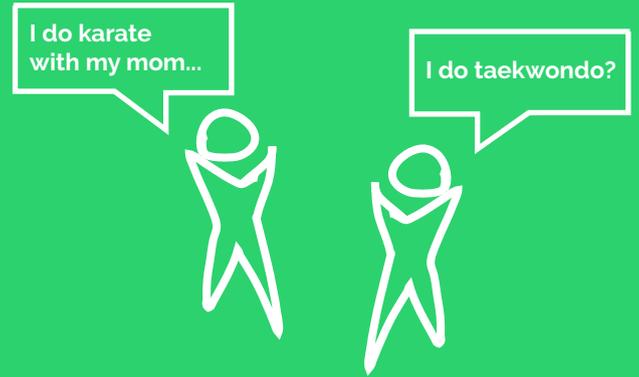
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14. STORY SWAP



GET PERSONAL

14. STORY SWAP



GET PERSONAL

14. STORY SWAP



GET PERSONAL

14. STORY SWAP



GET PERSONAL

INSTRUCTIONS

of PEOPLE



- 1| Partner up.
- 2| Partner A tells Partner B a 30 second story about a recent experience of theirs.
- 3| Partner B retells Partner A's story in first person back to Partner A in 30 seconds.
- 4| Partner B tells partner A a 30 second story about a recent experience of theirs.
- 5| Partner A retells Partner B's story in first person but has 60 seconds - so they must embellish!

INSTRUCTIONS

of PEOPLE



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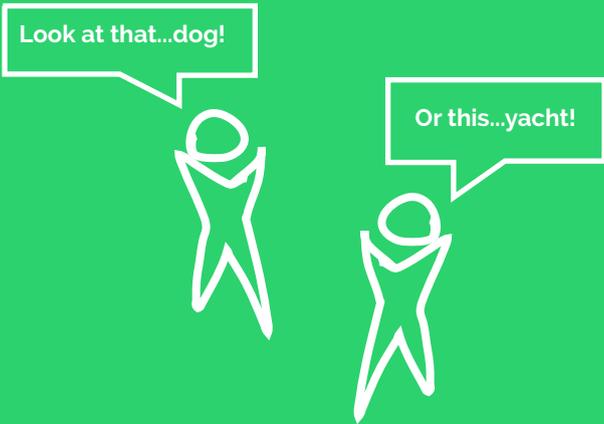
INSTRUCTIONS

of PEOPLE



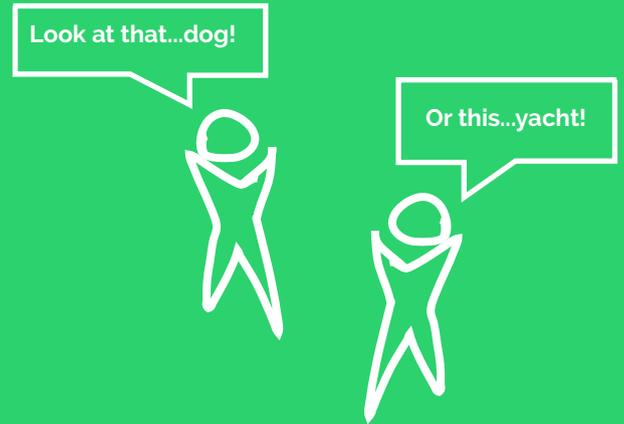
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15. MISNAMER



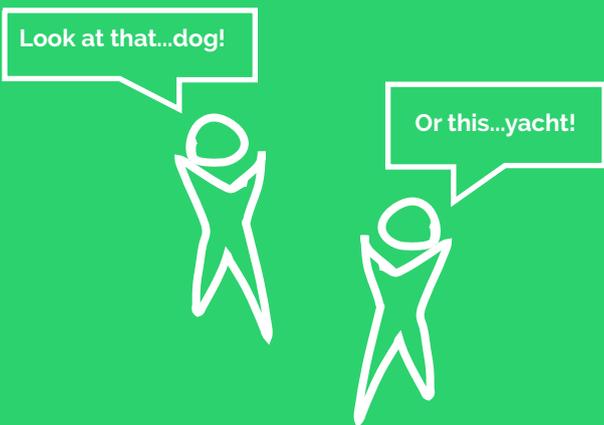
CREATE FOCUS

15. MISNAMER



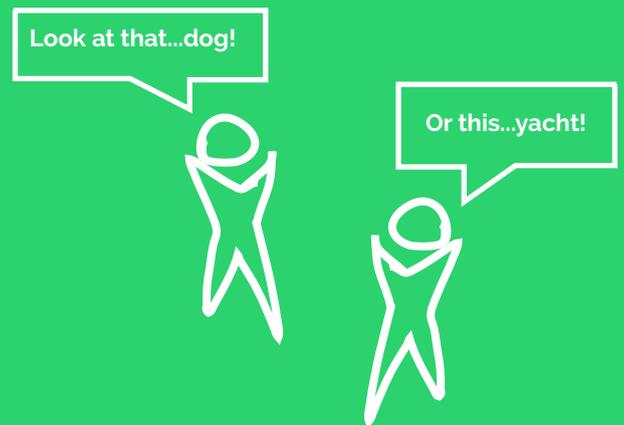
CREATE FOCUS

15. MISNAMER



CREATE FOCUS

15. MISNAMER



CREATE FOCUS

INSTRUCTIONS

of PEOPLE



1| Partner up.

2| Walk around and switch off pointing at something and calling it anything BUT what it actually is (e.g. point at an eraser and say “Look, a pizza!”).

INSTRUCTIONS

of PEOPLE



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INSTRUCTIONS

of PEOPLE



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INSTRUCTIONS

of PEOPLE



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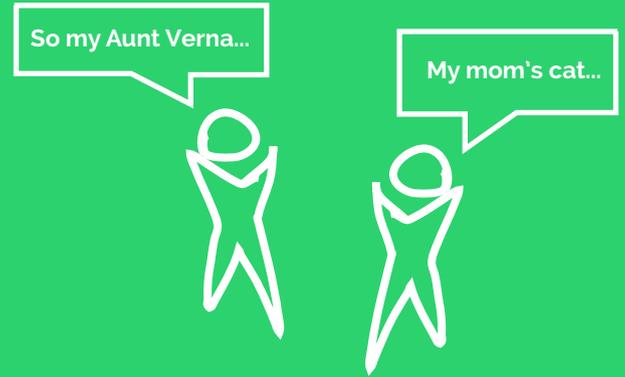
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16. ORIGIN STORY



GET PERSONAL

16. ORIGIN STORY



GET PERSONAL

16. ORIGIN STORY



GET PERSONAL

16. ORIGIN STORY



GET PERSONAL

INSTRUCTIONS

of PEOPLE



- 1| Partner up.
- 2| Each partner tells the story of how and why they got their name.
- 3| Pairs can share out stories with the group when time is up.

INSTRUCTIONS

of PEOPLE



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INSTRUCTIONS

of PEOPLE



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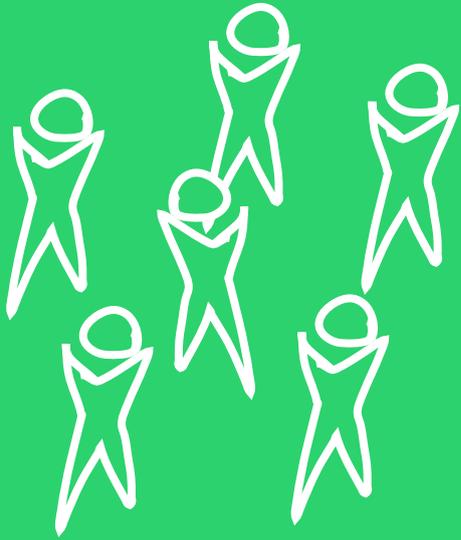
INSTRUCTIONS

of PEOPLE



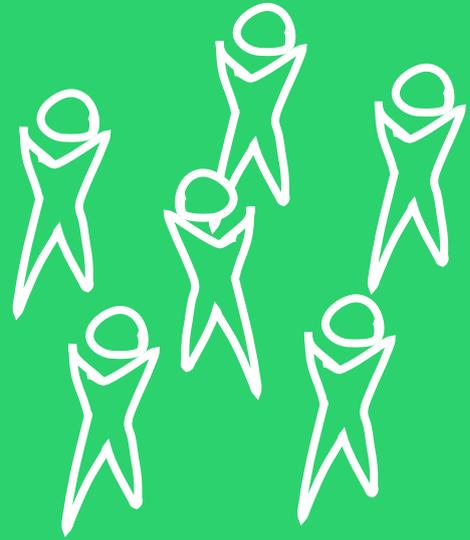
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17. NAME TAG



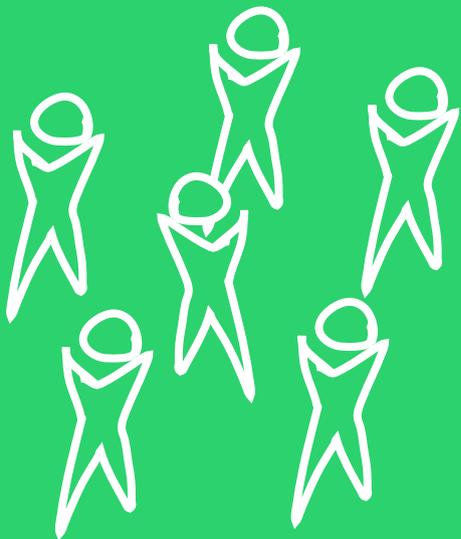
NURTURE CAMARADERIE

17. NAME TAG



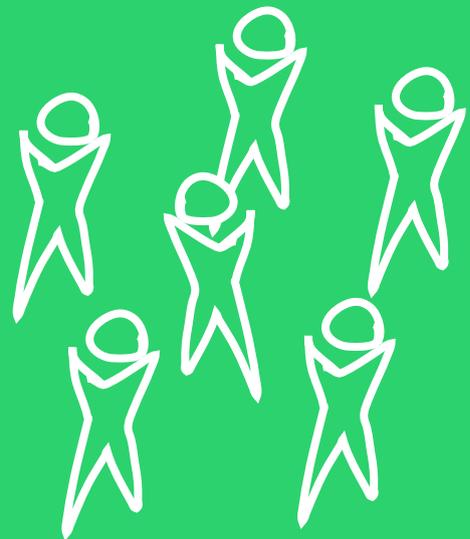
NURTURE CAMARADERIE

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NURTURE CAMARADERIE

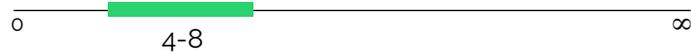
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NURTURE CAMARADERIE

INSTRUCTIONS

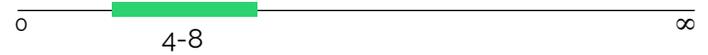
of PEOPLE



- 1| Circle up (shoulder to shoulder!).
- 2| One person volunteers to be “it” and steps to the middle of the circle.
- 3| Someone calls out the name of someone else in the circle.
- 4| Person in middle must tag the person whose name was called before that person says someone else’s name.
- 5| This continues until the “it” person tags someone before they can name someone else. When they do, they switch places.

INSTRUCTIONS

of PEOPLE



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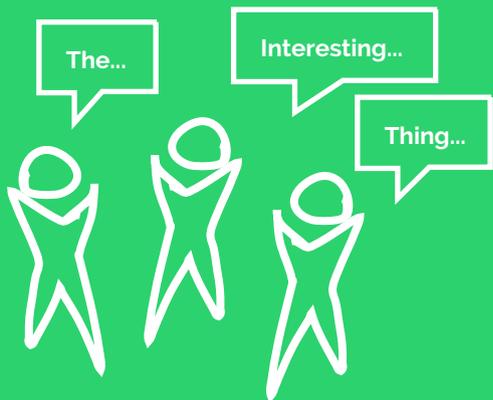
INSTRUCTIONS

of PEOPLE



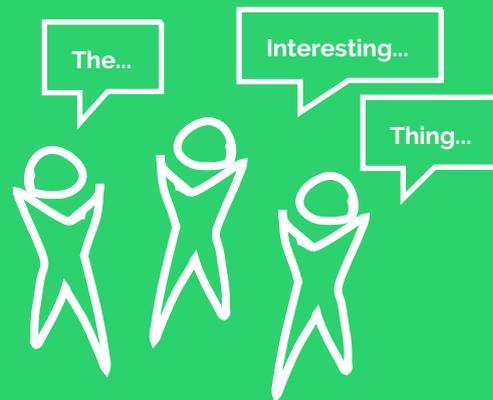
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18. THREE-HEADED EXPERT



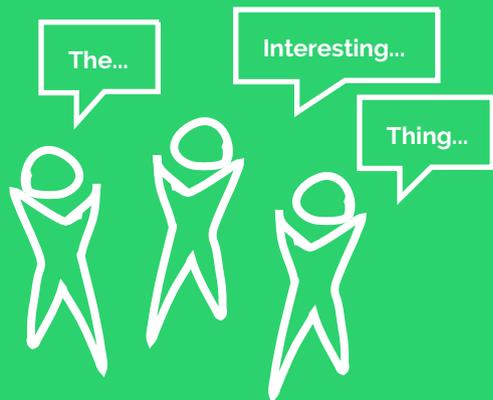
COMMUNICATE
MINDSET + NURTURE
CAMARADERIE

18. THREE-HEADED EXPERT



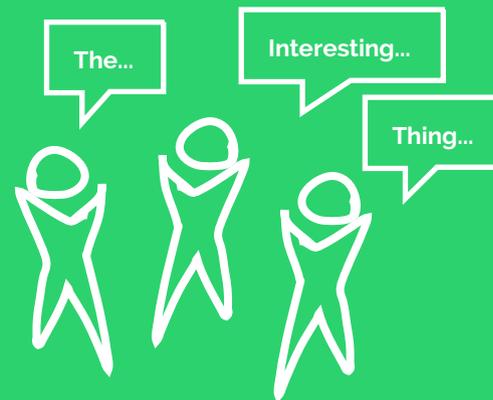
COMMUNICATE
MINDSET + NURTURE
CAMARADERIE

18. THREE-HEADED EXPERT



COMMUNICATE
MINDSET + NURTURE
CAMARADERIE

18. THREE-HEADED EXPERT



COMMUNICATE
MINDSET + NURTURE
CAMARADERIE

INSTRUCTIONS

of PEOPLE



1| Identify three people to be your “three-headed expert.”

2| Identify two things in the room (e.g. skateboard and iPad).

3| The three-headed expert now shares their expertise on “skateboard-iPads” one word at a time!

INSTRUCTIONS

of PEOPLE



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19. FAIL TEST



NURTURE CAMARADERIE

19. FAIL TEST



NURTURE CAMARADERIE

19. FAIL TEST



NURTURE CAMARADERIE

19. FAIL TEST



NURTURE CAMARADERIE

INSTRUCTIONS

of PEOPLE



1| Partner up.

2| Round One: Each pair counts to 3, switching off saying each number. "1," "2," "3," "1," ... Go as fast as you can!

3| Round Two: Same as Round One but replace your 1's with claps!

4| Round Three: Same as Round Two but replace your 2's with snaps!

5| Round Four: Same as Round Three but replace your 3's with stomps!

Tip: Encourage participants to cheer when they mess up!

INSTRUCTIONS

of PEOPLE



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20. REMEMBER WHEN...?

Remember when we met Bon Jovi in Vegas?!



Ohhhh yaaa!



BOOST ENERGY + NURTURE CAMARADERIE

20. REMEMBER WHEN...?

Remember when we met Bon Jovi in Vegas?!



Ohhhh yaaa!



BOOST ENERGY + NURTURE CAMARADERIE

20. REMEMBER WHEN...?

Remember when we met Bon Jovi in Vegas?!



Ohhhh yaaa!



BOOST ENERGY + NURTURE CAMARADERIE

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Remember when we met Bon Jovi in Vegas?!



Ohhhh yaaa!



BOOST ENERGY + NURTURE CAMARADERIE

INSTRUCTIONS

of PEOPLE



1| Partner up.

2| Partner A begins with “Remember when...” and then states the beginning of a (fake) shared memory (e.g. “...we drove to Santa Cruz?”).

3| Partner B builds on the memory with “Yeah, and then...” (e.g. “...we rented surfboards?”).

4| Partners continue adding on to their “memory” until they’re satisfied!

INSTRUCTIONS

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INSTRUCTIONS

of PEOPLE



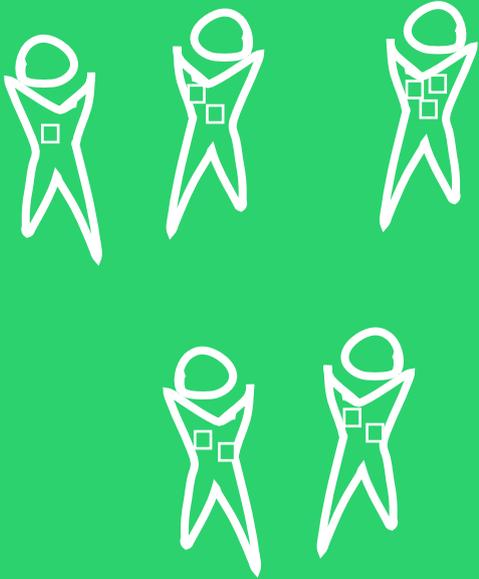
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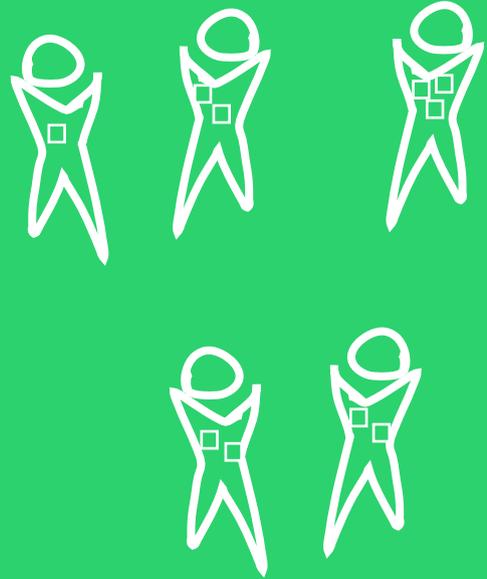
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21. HOW ARE YOU, REALLY?



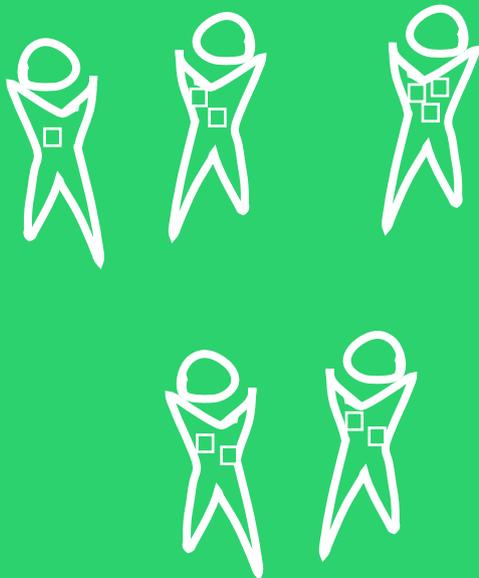
GET PERSONAL

21. HOW ARE YOU, REALLY?



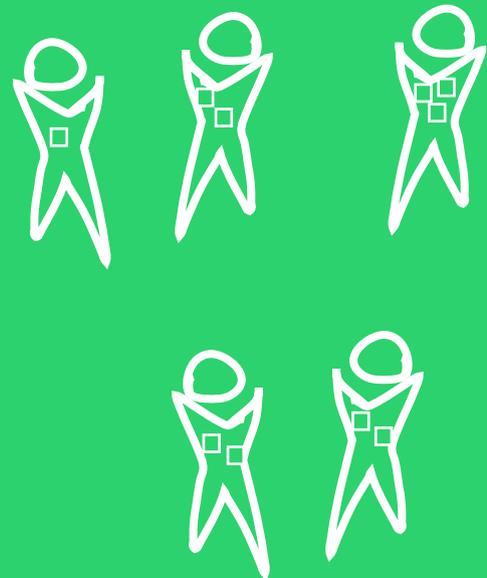
GET PERSONAL

21. HOW ARE YOU, REALLY?



GET PERSONAL

21. HOW ARE YOU, REALLY?



GET PERSONAL

INSTRUCTIONS

of PEOPLE



- 1| Everyone gets post-its and a Sharpie.
- 2| Facilitator asks the group “How are you, really?”
- 3| Each person writes their answers on post-its and sticks them to their shirts (e.g. tired, anxious, excited, thirsty, etc.).
- 4| Everyone mingles, discussing stickies that prompt conversation.

INSTRUCTIONS

of PEOPLE



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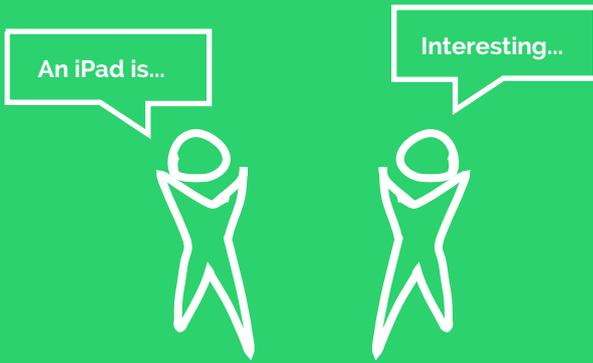
INSTRUCTIONS

of PEOPLE



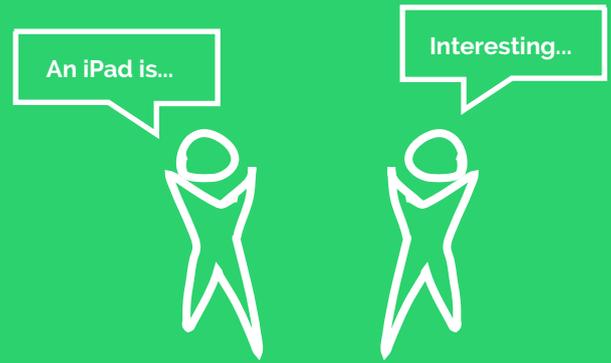
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22. 1713



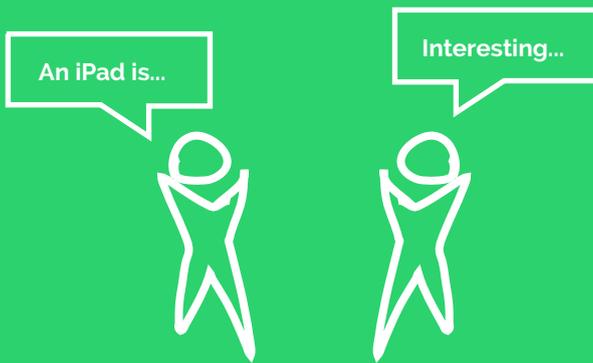
COMMUNICATE MINDSET

22. 1713



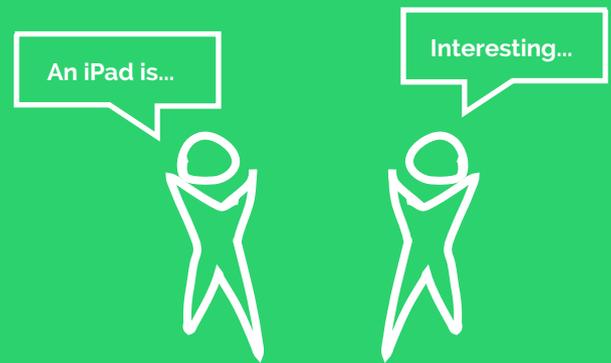
COMMUNICATE MINDSET

22. 1713



COMMUNICATE MINDSET

22. 1713



COMMUNICATE MINDSET

INSTRUCTIONS

of PEOPLE



1| Partner up.

2| Partner A is from the year 1713 and knows nothing about today's world or technologies. Partner B is him/herself.

3| Facilitator states a product or concept from present day and Partner B attempts to explain it to Partner A in 5 minutes.

4| Roles reverse and a new product or concept is given: Partner A attempts to explain to Partner B in 5 minutes.

INSTRUCTIONS

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23. RAPID FIRE TEAMS



BOOST ENERGY + NURTURE CAMARADERIE

23. RAPID FIRE TEAMS



BOOST ENERGY + NURTURE CAMARADERIE

23. RAPID FIRE TEAMS



BOOST ENERGY + NURTURE CAMARADERIE

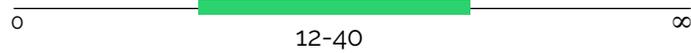
23. RAPID FIRE TEAMS



BOOST ENERGY + NURTURE CAMARADERIE

INSTRUCTIONS

of PEOPLE



Everyone mingles and creates shared experiences with multiple partners in multiple rounds:

- 1| Make a secret handshake with your partner.
- 2| Make up a nickname for a new partner.
- 3| Make up a life motto together with a new partner (perhaps speaking one word at a time each?).
- 4| Make up your own!

Everyone mingles afterward, until facilitator says “Go find your nickname partner!” or “Go find your handshake partner!” and pairs share out their creations.

INSTRUCTIONS

of PEOPLE



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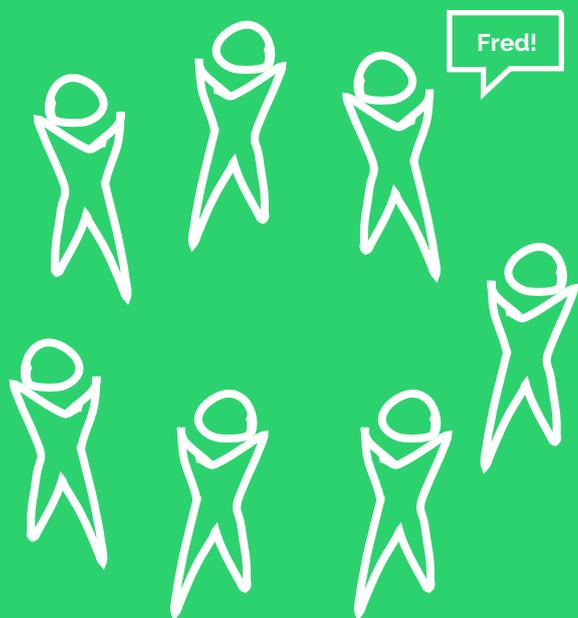


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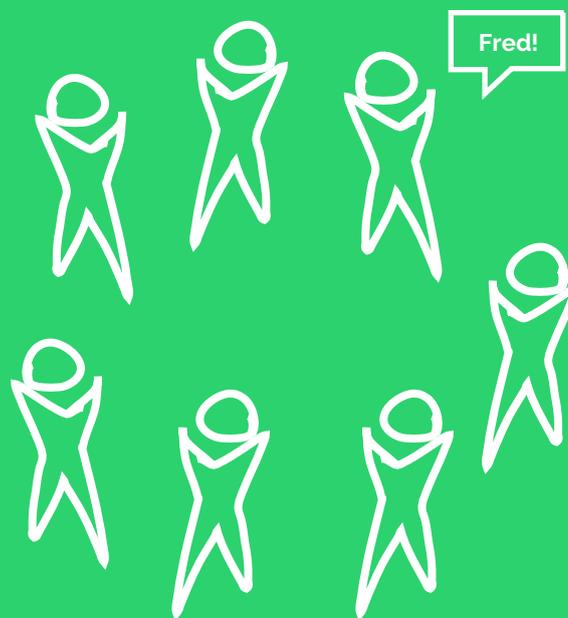
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24. GESTURE NAME GAME



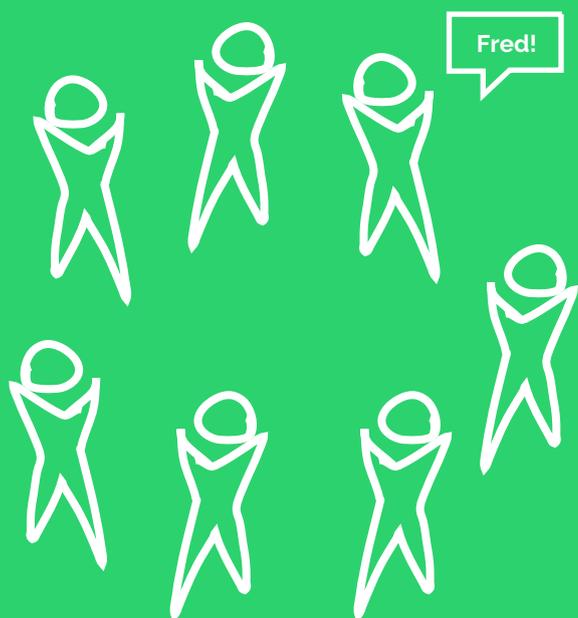
GET PERSONAL

24. GESTURE NAME GAME



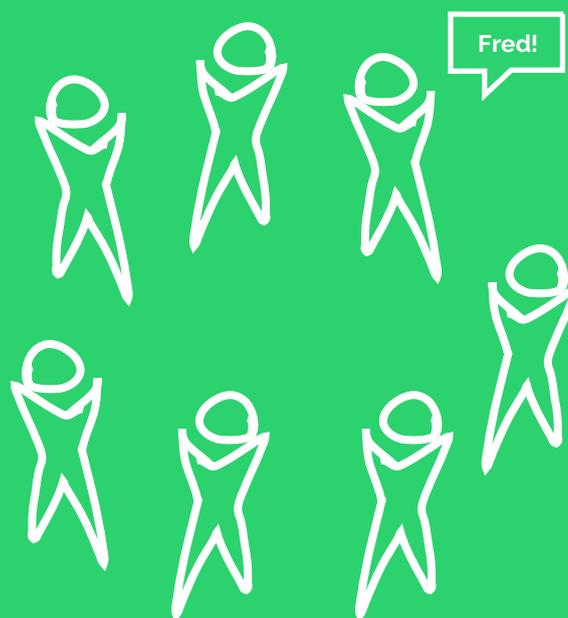
GET PERSONAL

24. GESTURE NAME GAME



GET PERSONAL

24. GESTURE NAME GAME



GET PERSONAL

INSTRUCTIONS

of PEOPLE



- 1| Circle up.
- 2| Each person states their name and accompanies it with a gesture or motion of their choice.
- 3| The group repeats each name and gesture/ motion after each person. It's a fun remix of the traditional name game.

INSTRUCTIONS

of PEOPLE



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25. CONVERGENCE



COMMUNICATE
MINDSET + NURTURE
CAMARADERIE

25. CONVERGENCE



COMMUNICATE
MINDSET + NURTURE
CAMARADERIE

25. CONVERGENCE



COMMUNICATE
MINDSET + NURTURE
CAMARADERIE

25. CONVERGENCE



COMMUNICATE
MINDSET + NURTURE
CAMARADERIE

INSTRUCTIONS

of PEOPLE



The goal of this activity is to converge on a single word after starting with two random, unrelated words. To play:

- 1| Two people volunteer to start. They count down from 3 and then say one random word each.
- 2| The first two people who think of a word related to both previous words say "Got it!" and say their words simultaneously after counting down from 3.
- 3| Eventually, two people will say the same word, and the group has converged!

INSTRUCTIONS

of PEOPLE



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26. AWKWARD SILENCE



GET PERSONAL + COMMUNICATE MINDSET

26. AWKWARD SILENCE



GET PERSONAL + COMMUNICATE MINDSET

26. AWKWARD SILENCE



GET PERSONAL + COMMUNICATE MINDSET

26. AWKWARD SILENCE



GET PERSONAL + COMMUNICATE MINDSET

INSTRUCTIONS

of PEOPLE



1| Partner up.

2| Each pair stares into each other's eyes for 15 seconds.

3| Pairs now begin conversations (facilitator can choose topic), except they must wait 15 seconds before every response, during which they don't lose eye contact!

INSTRUCTIONS

of PEOPLE



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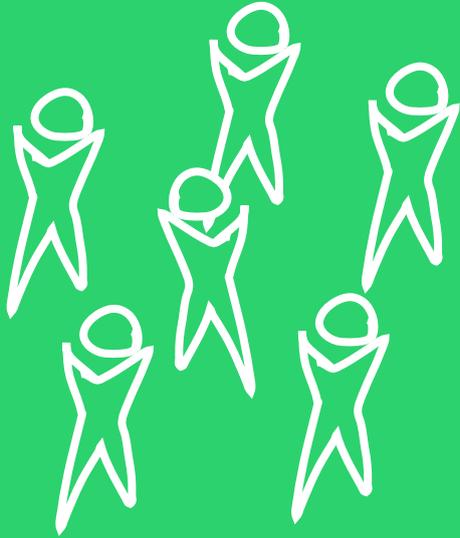


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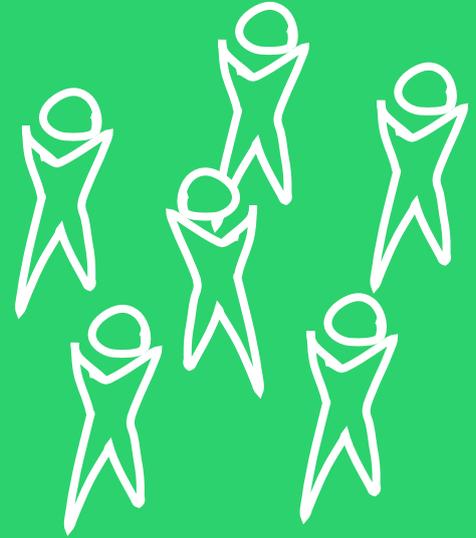
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27. THE WIND BLOWS



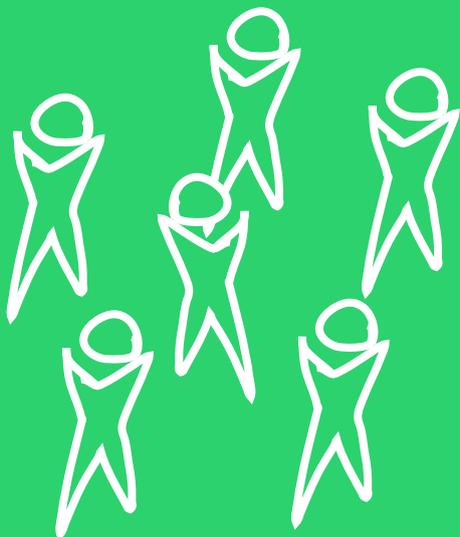
GET PERSONAL + BOOST ENERGY

27. THE WIND BLOWS



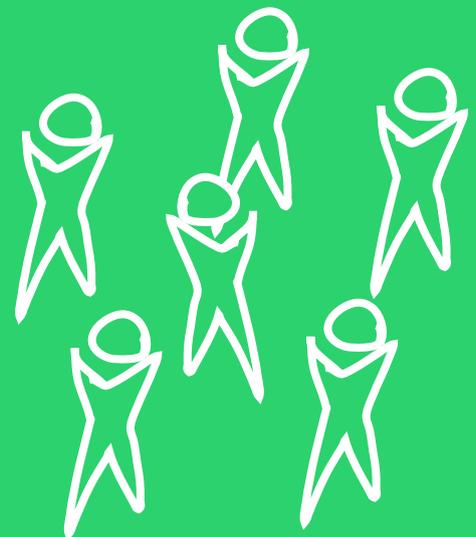
GET PERSONAL + BOOST ENERGY

27. THE WIND BLOWS



GET PERSONAL + BOOST ENERGY

27. THE WIND BLOWS



GET PERSONAL + BOOST ENERGY

INSTRUCTIONS

of PEOPLE



- 1| Circle up with one person in the middle.
- 2| The person in the middle says “The wind blows for everyone who...” and then states something that is also true about him/herself (e.g. “for anyone wearing flip flops” or “for anyone who is an only child”).
- 3| Anyone to whom that statement pertains must find a new spot in the circle.
- 4| Whoever is left out is in the middle and goes next!

INSTRUCTIONS

of PEOPLE



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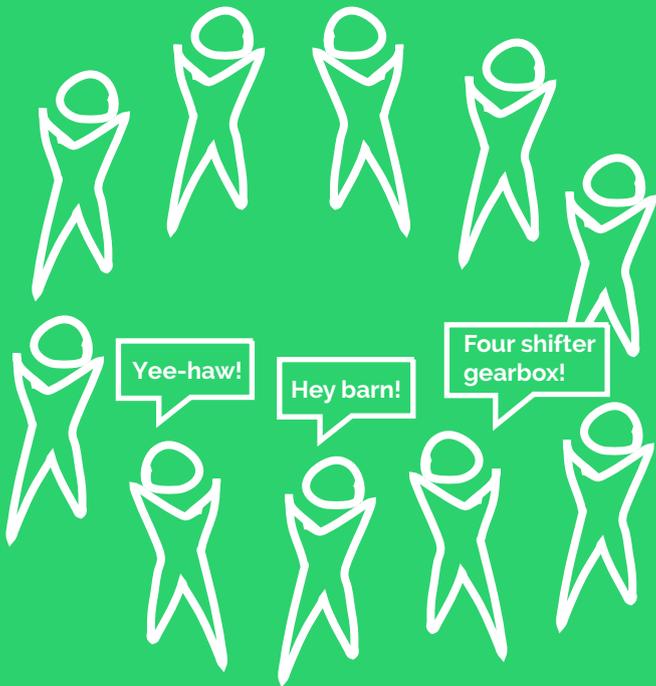
INSTRUCTIONS

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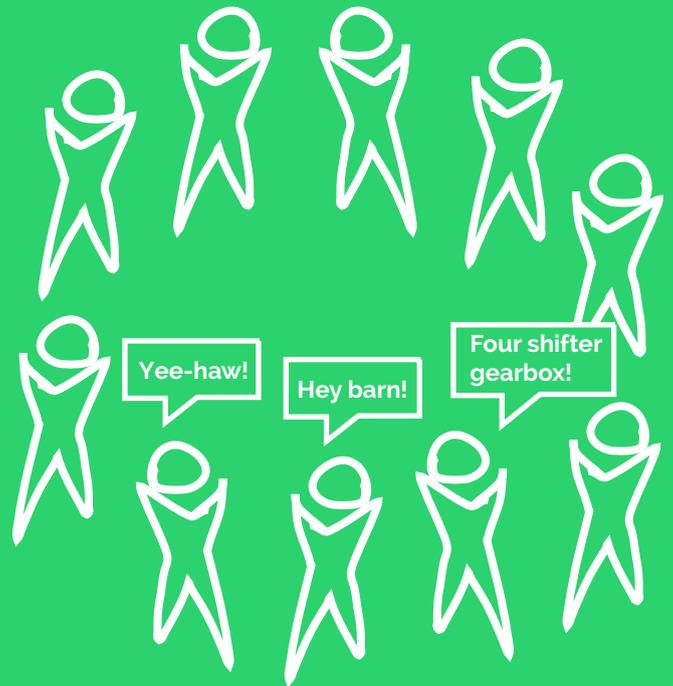
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28. YEE-HAW!



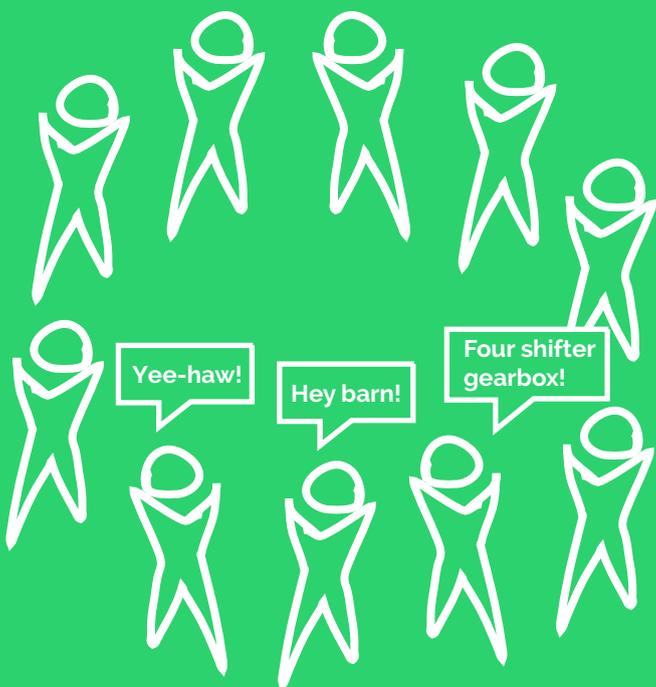
CREATE FOCUS + BOOST ENERGY

28. YEE-HAW!



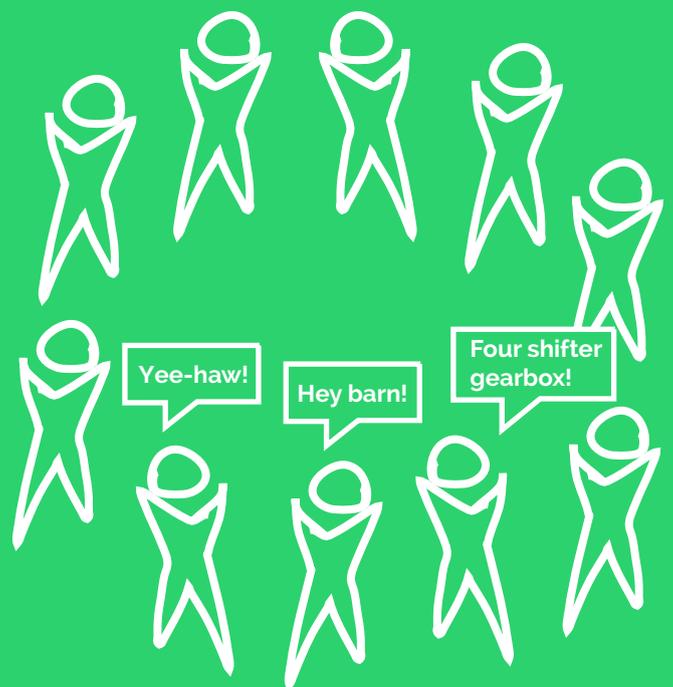
CREATE FOCUS + BOOST ENERGY

28. YEE-HAW!



CREATE FOCUS + BOOST ENERGY

28. YEE-HAW!



CREATE FOCUS + BOOST ENERGY

INSTRUCTIONS

of PEOPLE



This is an elimination game built on the passing of motions and phrases around a circle. Introduce the motions/phrases one at a time, with a brief practice round after each.

- 1| Say "Yee-haw!" and swing your arm to point in the direction you're passing.
- 2| Say "Reee-verse!" and pump your fist to send it back in the other direction.
- 3| Say "Hay barn!" and clap your hands over your head to skip the next person in the circle.
- 4| Say "Get down, little doggy!" and point to anyone in the circle to dance with them in the center while everyone claps a beat, then switch spots with them in the circle. The sender then continues with a "Yee-haw!"
- 5| Say "Four shifter gearbox!" to make everyone put a foot forward and shout "1-2-3-4!" while shifting an imaginary transmission. The last person to SEND a "Get down, little doggy!" must continue with a "Yee-haw!"

If anyone messes up in any way, they're out! They sit down on the floor and the circle does not compress. The last two people can have a "veggie-off" - the group identifies a vegetable and the final two compete to impersonate that vegetable best!

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NAME:

SKETCH

BEST USE:

INSTRUCTIONS

of PEOPLE

0 _____ ∞

NAME:

SKETCH

BEST USE:

INSTRUCTIONS

of PEOPLE

0 _____ ∞

NAME:

SKETCH

BEST USE:

INSTRUCTIONS

of PEOPLE

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NAME:

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