

FUN WAYS TO SPLIT INTO GROUPS

NOTE: For all of the splitter games and activities, it is up to the leader to make the rules and determine when the game or activity is over. In this way, a leader can accomplish necessary objectives—splitting certain girls up or forcing certain girls to work together as needed. Sometimes you need a “fair” way to mix girls up in different ways.

ICEBREAKER TYPE GROUPING

Arm/Finger Cross. 1) Have everyone cross their arms across their chest. Amazingly, it almost always works out to about 50% cross right over left, and the other 50% cross left over right. 2) Have girls close their eyes and then put their hands together so their fingers are interlocking and their palms are touching each other. Have them open their eyes and look down at their hands. If their right thumb is on top then they are one team and if their left thumb is on top then they go to the other team.

Clusters: Have girls group themselves according to attributes—type of toothpaste used, favorite foods, type of vacation preferred. The sillier and more personal the categories, the better.

Line Ups: Group lines up according to any variable you can think of to use. Examples are: oldest to youngest; tallest to shortest; alphabetically by first or last name; chronologically by month and date of birthday. If you want to add challenge to the process, do not allow people to talk. The two people at the ends of the line become partners, the next two become partners, etc.

Pick a Number: Ask everyone to pick a number between 1 and (choose the upper number depending on the size of your group). Line them up according to which number they picked. The two people at the end of the line become partners, the next two become partners, etc. Those who have picked the same number become partners. If only one person chooses a particular number, ask them to choose another number.

Values Clarification: Present the group with a value statement related to the theme of the event. Ask them to arrange themselves in a line from Strongly Agree to Strongly Disagree. Encourage discussion so each person is in the right place in line. Count off my 2's for diverse groups or divide in half for more homogeneous groups.

PROP RELATED GROUPING

Button Sort: Have sets of matching buttons or other objects such as colored hair bands, etc. (four of each kind if you want four in the group, etc.) Have girls find their group by matching buttons.

Hat Sort: Drawing teams out of a hat: give each team a name, put the names on slips of paper and put them into a hat. Have each learner pull a team name from a hat. Learners join the teams whose names they pulled.

Variation: Drawing team associations out of a hat: as above, but each slip of paper has a word associated with the team name. For example, one team might be “planets” another might be “countries” and another might be “animals”. Slips of paper will have words like: “Jupiter”, “Belgium” and “hyena” written on them.

Pictures: Give each participant a card with a different kind of ball or sporting equipment picture on it. Participants find the person(s) with the equipment that matches theirs. You can use any category (i.e., dogs, cars, birds).

Picture Puzzles: Cut pictures from a magazine (half as many pictures as members of the group.) Cut each picture in half and mix them up in a hat. Each person takes one piece and partners are those whose pieces form a complete picture.

Playing Cards: Decide how many groups you want and what size. For example, if you would like to have 5 groups of 5 and you wanted to randomly put them into groups then get 5 Kings, 5 Aces, 5 2's, 5 Jacks, and 5 Queens (of course you will need more than one deck of cards) and shuffle them up. Pass them out and match up the five who get the Kings, Queens, etc. Decks of Old Maid cards work well for dividing into partners.

Shake, Rattle and Roll: Take as many film canisters as you have people. In each film canister, put an object. The objects you pick can be like the following: cotton balls, pennies, paperclips, jelly beans, M&M's, etc. If you have 30 people and you want to divide them into three groups of 10 each, you would place a cotton ball in 10 of the canisters, a paperclip in 10 of the canisters, and a penny in 10 of the canisters. Each individual then picks a canister from a bag, basket or some other container. They can not look or smell in the canister. They can only shake the canister to distinguish the different sounds of the objects. The object is for the individual to find persons in the group with a like

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GROUPING WITH GAMES

Barnyard Bedlam: Give each person a slip of paper with an animal name (or colored sticks, etc. and assign blue=pig, red=cow, etc.) Participants must make the corresponding animal sound to find their group.

Finding "Twins" Variation: Decide ahead of time on a category such as animals, famous people, occupations, emotions, sports, etc. and prepare slips of paper with specific examples of the category you have chosen. Make two slips for each example (one set of three for an odd number). After distributing the slips, each person makes a noise associated with the example and/or performs a movement. The group circulates until partners have been found. Have as many categories as groups desired.

Blue Sky: Group chants: "Green fields, red earth, blue sky. Go!" On go, have people hold up anywhere from one to ten fingers. All the people holding up an even number of fingers on one side, odd fingers on the other.

Bubblegum, Bubblegum: Have girls stand in a tight circle, and hold their two fists out in the center of the circle. The counter stands in the center and taps everyone's fists, saying this rhyme: 'Bubblegum, bubblegum in a dish. How many pieces do you wish?' Whoever she taps last gives a number between 1 and 20. The counter then taps everyone's fists as she counts to the specified number. Whoever she landed on becomes the first person in group 1. For just two groups, keep playing until the group is split in half; for more groups, fill the groups until the right number of people are in them.

Count Off With a Twist: Decide how many groups you want. Divide the number of total girls by the number of groups you want, and have them count off by that quotient. (For example, you have 12 girls and want four groups. $12/4=3$. Have the girls count off by 3.) Have the girls get into groups so there is one of each number in the group (each of the four resulting groups will have in our example will have three girls.) The resulting group is their work group.

Double Simon Says Have the group play "Simon Says" as you normally would. (Game leader says Simon Says do this and does some motion. Then occasionally the game leader just says "Do this" and if anyone does that action, they are out.) However, instead of being "out" if a girl makes a mistake, she goes into a second circle. When the groups are fairly even, stop the game.

Famous Pairs: For groups of 2 (pairs), put a slip on each person's back with one of a famous pair: mustard and ketchup, PB and jelly, hot and cold, etc. Have a "mustard" find a "ketchup", a "PB" find a "jelly", a "hot" find a "cold", etc. Or, have people ask yes/no questions (no more than 2-3 per person) to find out what they are, and then find their pair.

Form A Band: Tell the girls to divide themselves into groups of four (if you want four groups—three if you want three groups, etc.) Each band must have a drummer, guitar player, keyboard player and singer (add more parts if you want more teams.) Then they mime out their band. Then all of the drummers are in one group, all singers in another, etc. You can create as many band members as you need groups (above example gets you four groups). Or, you can do the same with a baseball (or any sports) team. For example, ask them to be pitchers, catchers, hitters, outfielders and hot dog salespeople. This gets five groups.

Girl Scout to Girl Scout: Participants start out in pairs. Group leader calls out various body parts such as elbow to elbow, hip to hip, backside to backside, etc. On each command, pairs touch together at that part (elbow, hip, backside, etc.) At a certain point, group leader calls out "Girl Scout to Girl Scout" and everyone must rush around to find a new partner. When the game is over, group leader announces that these will be the partners for the activity.

Rock Paper Scissors: Play game in the traditional way—fist=rock, open hand=paper, two fingers=scissors, rock beats scissors, scissors beats paper, paper beats rock. However, play as egg, chick, girl and Girl Scout. Every time you 'win' the rock paper scissor you move up the progression, if you lose you move down - so there are people rocking on the floor being eggs, hopping as chicks, walking as girls, regally standing as Girl Scouts! To end the game: when you have roughly the same number of eggs, chicks, girls, and Girl Scouts, announce that those are the groups.

Values Statements: Ask a series of questions and have the girls run from one side of the room to the other. (Questions could be: Do you like to do puzzles? If yes, run to one side, if no, run to the other side. Or instead of yes/no questions, use questions such as which do you like better—pizza or hamburgers?) When the split is broken into roughly even groups, stop the game.