

# Creating Dynamic Meetings

## IMPROV GAMES

Remember – no right or wrong and don't overthink. If someone gets it wrong, the next person just needs to carry on and try and get it back on track – no correcting of people 😊

Always give option for people to observe or be involved

Always start with easy before using a harder game

If doing multiple games, rotate the starting person each time

Can be done online/hybrid environment by numbering everyone so they all know in what order they speak

### Adjective Name

**Structure:** Whole group

**Rating:** Easy

First person says their name preceded with an adjective starting with the first letter of their name (e.g. *Joyful Julie*)

Second person says "Welcome *Joyful Julie*, I'm *Delightful Desmond*"

Third person says "Welcome *Delightful Desmond*, I'm *Grumpy Graeme*"

Etc until all people in the room have been welcomed.

### Adjective Name Verb

**Structure:** Whole group

**Rating:** Easy

First person says their name preceded with an adjective starting with the first letter of their name and then adds a verb at the end (e.g. *Joyful Julie Jumping*)

Each person does this in turn

### One word

**Structure:** Whole group

**Rating:** Easy

Moderator starts with "Once upon a time"

Then each person adds one word at a time to build a story. When it gets back to the moderator they can say "The moral of the story is"

Then each person adds one word at a time to build the story to a conclusion.

### Emotion Statement

**Structure:** Whole group

**Rating:** Moderate

Moderator nominates a phrase (e.g. "Put your toys away") and then an emotion for the first person to say that phrase in (e.g. Sad)

First person says the phrase with that emotion and then nominates an emotion for the second person to say the phrase in.

Each person does this in turn.

## First Letter Alpha

**Structure:** Whole group

**Rating:** Moderate

Moderator nominates the theme (e.g. Girl's Names; Boy's Names; Names in general; Food; Cities / Countries etc)

First person says a word that belongs to the theme starting with the letter "A" (e.g. Argentina)

Second person says a word starting with the letter "B" (e.g. Brazil)

Each person does this in turn. Game ends at the end of the alphabet.

## Yes AND

**Structure:** Work in threes

**Rating:** Moderate

First person says any sentence (e.g. "I had an egg for breakfast")

Second person says "Yes and" and then adds something else related to the sentence (e.g. "Yes and a side of mushrooms")

Third person says "Yes and" and then add something else to do with the topic (e.g. "Yes and my coffee was too hot")

Fourth person starts with a different sentence.

Rotate until all people have had a turn at participating.

## Fortunately, Unfortunately

**Structure:** Work in twos

**Rating:** Moderate

First person says a sentence starting with "Fortunately" (e.g. "Fortunately I won lotto this week.")

Second person says a related sentence starting with "Unfortunately" (e.g. "Unfortunately I lost it all gambling")

Third person starts a different sentence with "Fortunately".

Rotate until all people have had a turn at participating.

## News Headlines

**Structure:** Whole group

**Rating:** Moderate->Hard

First person says a (made-up) headline (consisting of 3 or 4 words) e.g. "Earthquake in Vanuatu"

Second person says a (made-up) headline using the last word of the previous one e.g. "Vanuatu runs out of toilet paper"

Each person in turn then starts the next headline with the last word of the previous one.

(NOTE: If someone can't come up with a headline using the word, they can just give a headline and the game then continues from that point)

## Interviewing Experts

**Structure:** Two "Experts"; One Moderator; Audience

**Rating:** Moderate->Hard

Two people are nominated as "Experts" in something weird (e.g. shy weasels).

Moderator introduces them "Please meet our experts in *shy weasels*, Fred and Sally"

Moderator then poses a question to each in turn.

Each person then takes a turn to pose a question to the experts (alternating experts etc time)

Person 1 to Expert 1

Person 2 to Expert 2

Person 3 to Expert 1

etc

## **Make believe words (Definitions)**

**Structure:** Work in threes

**Rating:** Moderate->Hard

First person says a make-believe word (e.g. *Dofse*)

Second person gives a definition of the word (e.g. *Dofse is a tropical disease that is characterised by red lumps.*)

Third person uses the word in a sentence matching the definition (e.g. *"On my last trip to Bali I had the worse case of dofse, It was so bad that I looked like one lumpy red lump."*).

Fourth person makes up a different word.

Rotate until all people have had a turn at participating.

(Note: to help people come up with make believe words, suggest that they think of a word and change a letter or two e.g. "Horse" -> "Dofse")

## **Three headed expert**

**Structure:** Three "Experts"; One Moderator; Audience

**Rating:** Hard

Three people are nominated as "Experts" in something weird (e.g. shy weasels).

Moderator introduces them "Please meet our experts in *shy weasels, Fred, Dave and Sally*"

Moderator then poses a question to the experts, however they must answer one word each at a time to build up an answer.

Each person then takes a turn to pose a question to the experts (who have to answer one word each at a time to build up a 'sensible' answer.)

## **ROLES THAT CAN BE ADDED TO THE AGENDA**

### **Hot Seat**

This is where speakers are put on the 'hot seat' to take questions based on their speeches.

### **Soap Box / View Point Master**

Presents a point of view. In some clubs the audience is then invited to respond to their statements.

### **Harkmaster / Big Ears / Quiz Master**

This role is challenged to listen carefully to the meeting, then ask the audience questions to check if they were listening.

### **Jokemaster / Tonic**

Tells a joke or a lighthearted story.