

COMMON GROUND**TIME** 10–30 minutes**SUPPLIES**

- › Paper and pens

THE GAME Split the group into four smaller groups and have them stand in four different corners or areas. Ask each group to list as many things as possible that members of the group have in common. Encourage them to think creatively. Give 10 minutes for each group of 12 people or more; give 4–5 minutes if groups have fewer than 12. When time is up, point to a group to quickly name one thing all members have in common. Continue rapidly around the room, giving each group three seconds to name another common trait. A group is out if they take longer than three seconds, repeat something another group has already said, or run out of things to say. Ask each group to count the number of items they have in common.

GOING DEEPER

- › What was your group's strategy to determine the longest list?
- › Did you find you had more in common than you thought you might? Why or why not?
- › How do we often stereotype people, before trying to find common ground?
- › In what ways can you learn about what people are really like?

IN THE SPOTLIGHT**TIME** 10–40 minutes**SUPPLIES**

- › Box or bag
- › Pens and small note paper

THE GAME Have each participant write down one question he or she would like to ask anyone in the group (and that would be willingly answered). Questions should be G-rated and can cover a variety of appropriate topics, such as "What do you do for fun?" "What do you like or dislike about school?" or "If you could change one thing about your community, what would it be and why?" Encourage creativity and thoughtfulness. Put all questions in the box. Have players take turns drawing a question and answering it. Once a player answers a question, allow other players time to ask follow-up questions.

GOING DEEPER

- › Did you discover you had more in common with anyone than you realized?
- › How does it feel to be "in the spotlight"?
- › What did you learn from this game about taking time to listen to others?