



TRIEC

Toronto Region Immigrant
Employment Council

New Realities. New Opportunities.

Need ideas for your events? Try these activities - they worked for us!

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Networking incentive: Gift cards

The purpose of this activity is to encourage networking when there is a large group of people who don't know each other.

What you need:

- Gift cards
- Volunteers

How it works:

Select a number of volunteers ahead of time to hold gift cards. These volunteers should not let participants know that they have the gift cards.

Decide on the number of participants each volunteer needs to have been approached by before they hand out the gift card. Explain this to the participants.

Once a volunteer holding a gift card has networked with the pre-determined number of participants, the gift card is awarded to the final person.

e.g. 10 volunteers are given Tim Horton's gift certificates. A volunteer holding a gift certificate speaks to 5 participants and awards the gift card to the 5th person.

Icebreaker: BINGO networking cards

The purpose of this activity is to provide the opportunity for participants to meet and talk to a number of people as part of a networking event.

What you need:

- Questions or items relevant to your participants
- BINGO cards and instructions printed on card stock or heavier paper
- Pens or markers for participants
- Small prize

How it works

Guests are encouraged to find people who can answer the questions on the card.



Depending on the number of people participating and the time available, the winner can be the first person to complete a column, or the person who has completed the most boxes on the card.

Use our questions (Link to PINs BINGOcard] or create your own <http://print-bingo.com/>

Icebreaker: Two truths and a lie

The purpose of this activity is to allow people to introduce themselves in an interesting way and encourages participation of everyone involved. This works best in smaller sessions.

What you need:

- Pen and paper (if desired by participants)

How it works:

At the beginning of a session, each participant is asked to introduce themselves by providing three facts about themselves. Two of these facts are true and one is a lie. After each introduction, the other participants are asked to guess which fact they believe is the lie.

Relationship building: Drawing pairs

The purpose of this activity is to facilitate new relationships or to encourage participants to continue the conversations that were started at an event or session.

What you need:

- Small slips of paper
- Pen
- Basket or bowl

At the end of an event, fill a bowl or basket with pairs of numbers and ask participants to draw a number. Participants are encouraged to meet up with the other person who drew the same number as they did before the next meeting or event.

Meeting tool: Dot-mocracy

The purpose of this activity is to encourage participation when voting on items. It gets participants out of their seats and has a visual result that can be immediately shared and discussed.

What you need:

- Stickers
- Large paper (e.g. flipchart)
- Markers

How it works:

Draw a table on large paper (flipchart paper works fine).

List the items in a column down the left side of the page and draw rows for each item.

Give everyone in the group stickers and ask them to place a sticker next to each item they would like to vote for. The result is a colourful representation of the most popular items.

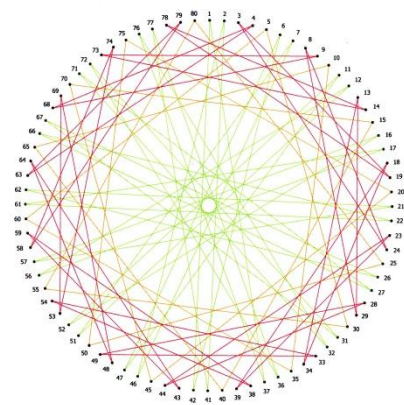


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Meeting tool: System of yarn



The purpose of this activity is to help participants understand the strength created by working with each other as system and the impact of participants on each other and the system.

What you need:

- Ball of yarn
- Space for a group of people to stand in a circle
- Small object (e.g. piece of paper)

How it works:

The facilitator of the session asks one member to hold one end of the yarn then weaves a pattern by asking participants to hold parts of the yarn.

The facilitator asks participants to pull the yarn so that the web or 'system' of yarn is taut, or asks one or two people to drop their piece of yarn so that some parts of the 'system' become slack.

This visually and physically demonstrates the difference between having a system where all participants are involved and engaged in the activity, and having a system where some participants are not doing their part to help the system. The facilitator explains the most effective system is one where everyone is actively participating. When the system is strong, it can support something new. This can be represented by placing a piece of paper on top of the web of yarn.