



Get guiding



20 mins



Give it a go

# Memory mates



## Aim of activity

Get to know your Rainbow friends a little better while scoring some points in this icebreaker! It's the perfect game to welcome new members to your unit.

## What you'll get out of it

- Get to know new Rainbow friends.
- See what you have in common with other Rainbows.
- Develop memory skills.

## What you'll need

- 2 chairs
- Paper
- A pen

## Note to leader

This game is best played in groups of ten, so you may want to play in two smaller groups if you have a large unit. If you do, you'll need double the resources.



WE DISCOVER, WE GROW

Girlguiding



## Before you start

Place two chairs next to each other at one end of your meeting space.

## What to do

- 1 Form a circle in the centre of your meeting space. As a unit, come up with a special handshake, like a high five followed by a pinkie shake.
- 2 Now you're going to play a game – choose someone to go first. She says something about herself, for example 'I have a sister', and then moves into the middle of the circle.

## Note to leader

Write down the statements the girls call out. You'll need them later in the game.

- 3 Everyone else listen carefully! If you have the same thing that was called out, move into the middle of the circle.
- 4 In the middle, do your handshake with at least one other girl who is also in the middle, and then take turns to say your names to each other.
- 5 Move back to your space. Try to remember who you shook hands with for each question, as you'll need to know this later in the game!

## Suggestions

- I am \_\_\_ years old.
- I have a pet.
- I have the \_\_\_ interest badge.
- Today I am wearing \_\_\_ coloured shoes.

- 6 Now it's the next person's go.
- 7 Once you've played several rounds, leave the circle and line up against a wall side-by-side, facing the two chairs at the other end of the space.
- 8 Your leader will call out one of the things a Rainbow said from the circle game. If you remember coming into the circle for this, try to remember someone you shook hands with on that go.
- 9 Take their hand and move together to the chairs at the other side of the room. The first pair to sit down are the winners! As a unit, decide on a movement you'll all do to get to the chairs. Perhaps skip, hop or travel backwards? It's your choice!
- 10 Try again and see who can remember the most about each other.

## Try it this way

You could decide on an action instead. The first pair to do the action wins!

## Take it further

Why not keep the statements safe and see if you can still remember facts about each other in next week's meeting?