



Facts With Friends

INSTRUCTIONS

Parks are places that are open to everyone, no matter your interests, origins or background. When visiting a park, museum, or public space, you might find similarities with people you didn't expect. In this game, you'll learn more about the people around you, and that you might have more in common more than you knew.

1. Take the Lead.

One person will be in charge of gathering one (or more) personal fact(s) per player, selecting two players for each round, and leading the game.

2. Share Something Fun. On a small piece of paper, each player will write their name and one fun fact about themselves to give to the leader. This fact should be something general enough that another player can relate to it. The fact should be passed only to the leader, so that none of the other players know.

3. Game Time. Once all of the facts are collected, the leader will choose two players for the first round. Only one of the players' facts will be given to the group for the round, but both people will try to convince the group that the fact is theirs. For one player, this will be their true fact. For the other player, they will try to convince the group that this is their fact by creating stories and answering questions.

Time: 30 min.-1 hour+

Materials: 6+ players, paper, pens or pencils

- 4. Fake It 'Til You Make It.** Remember that it's your responsibility to convince people that this is your fact, even if it isn't! It can help to think of a similar situation from your own life and use personal details from your own experience.
- 5. Twenty Questions.** It is the job of the group to figure out to which player the fact belongs. The group can accomplish this by asking questions about the fact that each player must answer.
- 6. Time to Vote.** After a while, the group will begin to figure out who the fact truly belongs to. Once all group members believe they have a guess, the group will vote for who they believe is the owner of the fact.
- 7. The Big Reveal.** Once the group votes, the true owner of the fact will reveal themselves. This is the end of the first round.
- 8. Rinse and Repeat.** The leader will then choose the next two players and one fact to begin the next round. The game goes until all players or facts have played in a round.

QUESTIONS TO CONSIDER:

- What was one thing you found out you had in **common** with someone else?
- Did you **learn** anything about someone else that surprised you?
- How did you draw from your own experiences to **relate** to someone else's fact?
- How else can we **learn from others**?

