



Find And Flee

An Introduction Activity for a Small Group or Large Groups

Description

Find and Flee is an activity for groups of five that allows members to identify something they have in common. In this game, it's a symbol on an Ubuntu Card. Then, once having discovered that symbol, participants leave their original group and join another in search of someone else with the same symbol. It is a wonderful icebreaker for introverts, as it allows participants to focus their attention on the card and the symbol they hope to match, rather than the more traditional method of meeting new people, which calls for looking strangers in the eye.

Materials: You will need a deck of [Ubuntu Cards](#) or other image cards.

How to Play

- Divide your large group into smaller groups of about 5 people and give each player a card, single-image side up.
- On GO, everyone turns his or her card over to the multi-image side into the middle of their small group circle.
- Players attempt to find a match from their card to any other card in the small group.
- When a player finds a match, they yell it out and swap cards with the person whose card they matched.
- The player who found the match then flees his or her group and joins another small group and repeats the exercise. Only the “finder” leaves the group – the person with whom the finder swapped cards remains in the original group until he or she finds a match.
- This game can continue forever so end the game while the energy is still high and people are still engaged.

Popular Variations

Polar Vortex version: You can play this in a small group. Play as above; however, when you find a match and switch cards, you step out of the circle and out of the game. As play continues, you will end up with one person left who could not find a match. This person is frozen in the polar vortex!

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Add some cardio: Play this in a larger open space and spread the groups out at a distance away from each other. When you find the match and flee, players must sprint to the new group. Remember to cover safety awareness in regard to sprinting and running.

Reflection Tips and Strategies

During this game, it is very common for players to get stuck and not be able to find a match for a long while. I like to ask if this happened to anyone after play has stopped. Potentially these players feel like they are not good at the game but this question allows them to see that they were not alone. This question can result in someone who was looking down to look up and say “Hey, me too.” It’s a small bit of empathy and community building through shared experience.