



TPOT - That Person Over There

An Introduction Activity to Help Learn Names

This activity works with every group size and every age from elementary to corporate teams.

Description

That Person Over There (TPOT) is an alternative to traditional introductions and an activity that can be performed with any type of image cards (I prefer to use Ubuntu cards) or random objects (such as board game pieces). It's such a fun activity used to facilitate introductions and one that encourages paying attention to the information shared and allows you to introduce someone other than yourself.

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

How To Play

Using an image card such as an Ubuntu card, ask each person to...

- Pick a card that relates to them in some way.
- Then find a partner and tell the partner their name, what their card image is, and why they chose it.
- Next, both cards are exchanged between the existing partners who then seek out a new partner in the group. Now they must introduce the original owner of that card and why it was chosen.

Why It Works As An Effective Method Of Introduction

- It encourages participants to pay attention to the information given as they will need to relay it to a new partner.
- The introductions are shared among the group versus having introductions only made by one person, thereby creating a more collective experience.
- Bonus: it creates laughter as introductions are incorrectly shared which is similar to The Telephone Game.

How To Conclude The Activity

Depending upon the amount of time and size of the group, here are 2 ways to wrap up this activity:

- **Large Group/Limited Time:** Play "Get it Back". If using Ubuntu cards, have players turn the cards to the multi-side, find a partner, find a common image, and swap cards. If that

is your original card you are done. If not, then find another partner and try again. If not using Ubuntu cards, just give the card or object back to the owner.

- **Small Group/More Time:** Start by introducing to the whole group the card you are now holding, who it belongs to, and why you think the owner picked it. Confirm what you said is accurate and give the card (or object) back to them. Now it's their turn to do the same with the card (or object) they have. Repeat this process until all of the cards (or objects) are back with their owner.

