NAME OF EXERCISE	GETTING TO KNOW EACH OTHER- FINDING YOUR PLACE
SOURCE	
USE IN GAME-PHASE	Arrival and introduction to the game
DURATION	20 min
PARTICIPANTS	10-15
PURPOSE	The exercise is a „get to know each other“ - activity. It is designed for use as an icebreaker in the first-time meeting of a group that is quite unfamiliar to each other. This activity eases the self-introduction situation and helps participants discover commonalities with each other. This creates a basis for cooperation and strengthens the encouraging atmosphere.
SHORT SUMMARY	Participants position themselves in the room according to a specific “picture”. The picture can be a landscape, geographic map or any other picture the facilitator “creates” to the room. Each participant selects his/her own place in the room based on the questions posed by the facilitator. Each participant explains why they chose that place and how it connects to their life.
LifeComp - Competences	P3 – Wellbeing S2 - Communication S3 - Collaboration
USES & OUTCOMES	Participants ... ● get to know other members of the group ● get a comfortable and familiar feeling for yourself ● wake up your curious mind about the future For the group ... ● the atmosphere of the group lightens ● group trust begins to emerge
ROOM REQUIREMENTS	Open space for movement.
PREPARATION / MATERIALS	Select the relevant “picture” to the situation (if digitally you need an actual image to show) Select the questions to be asked
INTRODUCTION	We want to know something about each other to start working together. Now we'll get to know each other with an easy exercise that everyone can surely do. **Principles** • share about yourself only what you want in this situation • be open and listen • approach lightly and curiously

SEQUENCE OF STEPS – DESCRIPTION	
STEP 1 *(3 min)*	**Setting up the exercise** Ask participants to imagine that the room represents a geographic map (country, continent or world). Instruct them to find and stand in the area corresponding to their "place" on this map based on a question by facilitator. An example: Explain that the room represents a map of France, with one end as Paris and the other as Marseille. Then, ask participants to identify and position themselves according to the question in their location in France. Ask where you come from. Alternatively, you could designate the room as a world map and ask participants to choose a place they would like to visit etc. After that the participants share their choice and the reasons behind it with others. You could also imagine a line from 0-10 on the floor and ask the participants to find their place on the line that corresponds to whether they have little of much of the facilitators' question. Depending on the size of the group, there may be several questions, and everyone chooses a new place and explains their choice many times. If the group is large, the explanations can be discussed only among the few closest participants of the place.
STEP 2 *(2 min)*	**Finding the place** Ask participants the question and ask them to find their place in the room. Examples of the question: ○ Where are you from? ○ Where were you when you had your earliest memory of yourself playing? ○ Where do you have your nicest memories of playing? ○ Where is your favorite place?
STEP 3 *(5 min)*	**Engagement and interaction** Encourage participants to discuss and compare their chosen locations with one another to find their unique spot in the room. Interaction is particularly important if multiple people choose the same location (e.g., Helsinki). Through conversation, participants should aim to find connections and shared interests.
STEP 4 *(10 min)*	**Sharing the experience** Once participants have found their place, ask them to share with the others which location they chose and the reason behind their choice.
REFLECTION	Reflection and discussion are included to the exercise. The facilitator can gather the participants in a circle sitting on the floor or standing. And ask about the experience afterwards: What made you happy? What confused you? What surprised you? What else would you like to know about the group before we continue?

TIPS	● The facilitator can choose a "picture" other than a map as the basis of the exercise. The facilitator can outline a different topic in the space, such as a picture of nature, a soccer field, a landscape or space. The facilitator chooses the theme and the questions in the imagined space, applying them to the topic of the group and the meeting. In the same way, the participants place themselves in the space according to the facilitator's questions and share their experience with each other. ● If the group is large, there will be fewer questions or only one question. Or the sharing session after finding a place can be in small groups. ● In the digital version, choose an image for the common screen (map, landscape, etc.) ask the participants to mark their own place with the annotating tool. You can divide a large group into break out rooms and give each group its own platform to work on (e.g. OneDrive). Otherwise, the exercise proceeds according to the same steps. Reflection can be done all participants together in the main room or by discussing in small groups in break out rooms.