

Getting to Know You Games

Game 1-Line Up (5-10 minutes)

Have the judges line themselves up in order of the criteria given WITHOUT TALKING. Award a gift card to the judge (s) with the shortest and/or longest time/distance/number of events.

Ideas for criteria

shortest to longest time judging
number of Regional Training Camps attended
number of Regional /National Congresses attended
distance travelled to get to event
number of years competing in gymnastics

Game 2-Bingo (10-15 minutes)

Distribute bingo cards to all judges. Try to give out a variety of different cards. To complete a square, have a judge that fits that criteria sign that square. Each person can only sign one square on your card, so choose carefully. Award a gift card to the first judge to complete a horizontal, vertical, or diagonal line. I have included below a blank card so that you can create your own criteria based on the group you are working with along with a few sample cards.

BINGO

		Free space		

BINGO

Has a grandchild	Has judged in another country	Speaks a language other than English	Has a son	Has never broken a bone
Has never had surgery	Also coaches gymnastics	Can whistle	Has been to Australia	Has judged an NCAA meet
Has judged USAG Regionals	Never competed in gymnastics	Free space	Has never had a cavity	Has a child who competes in gymnastics
Is taller than you are	Has presented at a Regional or National NAWGJ Symposium	Has blue eyes	Attended Regional Congress last year	Is an only child
Attended National NAWGJ Symposium in Texas	Is wearing sneakers	Has served on a state USAG or NAWGJ board	Does not have pierced ears	Has competed internationally

BINGO

Has a grandson	Has judged in another country	Speaks a language other than English	Has a son	Has broken a bone
Has never had surgery	Also coaches gymnastics	Can't whistle	Has been to Canada	Has judged NCAA Regionals
Has judged USAG Regionals	Competed in gymnastics	Free space	Has never had a cavity	Has a child who competes in gymnastics
Is shorter than you are	Has presented at a Regional or National NAWGJ Symposium	Has green eyes	Attended National Congress last year	Has a sister
Attended National NAWGJ Symposium in Texas	Is wearing sneakers	Has served on a state USAG or NAWGJ board	Has pierced ears	Has competed internationally

BINGO

Has a granddaughter	Has judged in another country	Speaks a language other than English	Has a son	Has broken a bone
Has had surgery	Has never worked for a gym	Can't whistle	Has been to Mexico	Has judged NCAA Regionals
Has judged USAG Regionals	Competed in gymnastics	Free space	Has never had a cavity	Has a child who competed in gymnastics
Is shorter than you are	Has presented at a Regional or National NAWGJ Symposium	Has brown eyes	Attended National Congress last year	Has a brother
Attended National NAWGJ Symposium in Texas	Is wearing sneakers	Has served on a state USAG or NAWGJ board	Has more than one piercing	Has competed internationally

BINGO

Has a grandchild	Has judged in another country	Speaks a language other than English	Has a daughter	Has broken a bone
Has had surgery	Has never worked for a gym	Can't whistle	Has been to Alaska	Has judged an NCAA meet
Has judged USAG Regionals	Competed in gymnastics	Free space	Has never had a cavity	Has a child who competed in gymnastics
Is taller than you are	Has presented at a Regional or National NAWGJ Symposium	Has brown eyes	Attended National Congress last year	Has a brother
Attended National NAWGJ Symposium in Texas	Has a tattoo	Has served on a state USAG or NAWGJ board	Does not have pierced ears	Has competed internationally

Game 3-Speed Dating (10-15 minutes)

You will need a bell or some sort of signalling device to announce when to switch which partner is talking and to announce when to change partners. Divide the whole group in half designating half as group one and half as group two. Have group one line up side by side, and have group two line up facing those in the group one.

Give the group a prompt. Partner one shares his/her response to the prompt with his/her partner until the signal (typically 90 seconds per partner, but be flexible depending on your group) announces that it is time for the other partner to share his/her response to the prompt with partner one. After both partners have shared, ring the signal for each person in group two to move one person to the right (so everyone now has a new partner). When the group two person is at the end of the line, they move back up to the beginning of the line.

Repeat the process for three or four prompts.

Ideas for prompts

How did you get started judging?

What is the most unusual place you have judged?

What makes you uncomfortable when judging?

What has been your favorite judging experience?

What is your favorite event to judge and why?

Game 4-Telephone Charades (10-15 minutes)

This game combines charades (acting out words and phrases) and telephone (passing a message along from one person to another and seeing how the message changes from beginning to end). Divide the group into approximately even teams (less than 10 people per team works best). Have each team form a line facing the same direction. When you are ready to start, the person at the back of the line reads the card with the thing they should act out. When they are ready, they tap the person in front of them on the shoulder and that person turns around and watches the end of the line person act out their word/phrase. When the second person feels like they know what the word/phrase is – without saying anything and without getting confirmation from the original person if they are right or wrong---- they turn and tap the next person on the shoulder. The second person acts out what they think the word/phrase is to the third person. When the third person thinks they know the word/phrase, they turn around, tap the fourth person on the shoulder and act out what they think the word/phrase is. The process continues until they get to the front person. When all groups are done, the front person says what they think the original phrase was.

Ideas for phrases

Out of bounds

Over time

Coach on the floor

Present to judge

Fall