Two Truths and a Fib

Description

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Students share about themselves and learn more about each other in this get-to-know-you game.

Supplies

- No supplies needed

How to Play

1. Have each student think of three things about themselvesâ??two things should be true and one should be a fib.
2. Call on students one at a time to tell their three things.
3. Give the rest of the students some time to think.
4. Have the student say their three statements again, with students putting a thumbs up for what they think is true and a thumbs down for what they think is the fib.
5. Have the student announce which one was the fib.
6. Continue this providing each student the opportunity to tell their three things.

Activity Prompts for Reflection

- What is a strength of yours that made this activity easy for you?
- What is something new you learned about someone else in the group?
- Who is someone youâ??d like to give praise for this activity?
- What made this activity difficult?

Other Ways to Play

- For younger students show them an example round before beginning.
- Prepare ahead of time two truths and a fib about people they are learning about, famous people, or people they are interested in, and have them guess which is the fib.
- Give students time to write down their two truths and a fib so that they donâ??t forget them.
- Have students keep score of how many fibs they guess correctly and announce the winner at the end.
- If it is a large group with lots of leaders, have the leaders come to the front and announce two truths and a fib and have groups of students guess the fib.

Additional Notes

- Use the SEL Activity Prompts to tie other SEL competencies to this activity.

Category

1. Activities
2. Self-Awareness

Sel-competency

1. Self-Awareness

Allotted-time

1. 20 minutes

Themes

1. Get to Know You
2. No Supplies Needed