Get to Know You - Sociometric Questions

Description of Name Game/Icebreaker Activity
(Sociometry, Sociograms, Sociometrics)

http://wilderdom.com/games.descriptions/GetToKnowYouSociometricQuestions.html

Get to Know You Sociometric Questions

- Sociometric activities engage people in representing social dynamics in physical space using their bodies.

- Sociometry was developed by Jacob Moreno in the 1930s. The word *sociometry* comes from the Latin “socius,” meaning social and the Latin “metrum,” meaning measure.

- This activity is simply a series of "sociometric" questions which require participants to arrange themselves in space in relation to other people according to various individual and social characteristics.

- Facilitator warmth and friendly encouragement will help to break natural hesitancy. Laughter is very healthy. Leaders are to move amongst students and join in as participants.

- Suggest you use about 10 questions for a session.

- Find someone who:
  - had the same breakfast as you
  - has the same shoe size (or has the same size hand)
  - has a different religious belief
  - you haven't met yet, but would really like to
  - has the same favourite season
  - has the same favourite sense

- Walk to / arrange yourselves according to:
  - the place where you were born
  - the place where you live
  - a place you would like to visit
  - a place where a memorable event took place for you
  - also see People Map

- Line-up according to:
  - number of siblings
  - thumb size
  - number of glasses of water (or cups of caffeine) you drink per day
  - introversion / extraversion
  - how tired / alert you feel
  - number of different countries you've visited

- Feel free to add your own variations.

- **Equipment** - None

- **Time** - 5-15 minutes

- **Brief Description**

  A sequence of questions which help students to find out about one another, move around, and have fun.