



# YOU PART

Engage. Connect. Empower

## WHO IS THE IMPOSTER?

**FACTS**

**GOALS**

**PREPARATIONS**

**INSTRUCTIONS**

# WHO IS THE IMPOSTER?

## FACTS

**Age** of participants: 13+

**Number** of participants: at least 8

**Duration:** 5-15 minutes

## GOALS

This very dynamic group formation game is a fun activity for participants and helps facilitators to ensure the diversity of the groups.

## PREPARATIONS

You need a suitable room for participants to form a big circle. The group formation process works best when you are supported by other facilitators.

# INSTRUCTIONS

## Step 1

Invite the participants to form a circle around you. Explain how the game is played. Feel free to enrich the game with a playful story about an “imposter”, a “wanted person”, etc.

## Step 2

You stand in the middle of the circle and look at the participants one by one. When you have made your decision, raise your arm and point clearly at one of the participants while saying: “It's you!”

The participant you pointed at must duck away as quickly as possible. The two participants on the left and right must turn very quickly towards each other, point at each other and also say: “It's you!”

## Step 3

If the participant in the middle does not duck away in time – they are out. Otherwise, the participant on the left or right who points last and says: “It's you!” is out. Whoever gets pointed at is out.

**TIP:** *If you want to make it more playful, you can ask your colleagues, the other facilitators to come and take the respective “imposters” with them in a dramatic way.*

## Step 4

By pointing, you can partially influence the order of the selected participants. The participants who get out form groups under the guidance of the other facilitators. This might help to ensure the diversity of the groups, e.g. with regard to gender, age, etc.

## Step 5

The game goes on until there are only two participants left in the (former) circle.

## Step 6

Now the last two participants stand back to back. As you count, they have to walk in opposite directions, pretty much like duellists. When you say: "Now!" they turn around as quickly as possible and point at each other, saying: "It's you!" The faster one is the winner. As a reward, you might allow the winner to choose which group they would like to join.



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## PROJECT PARTNERS



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