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WHO AM I?

INSTRUCTIONS



WHO AM I?

INSTRUCTIONS

ICE BREAKER: SPEED NETWORKING

Objective: To allow participants to get to know one another

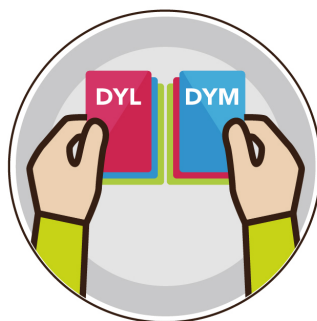
Logistics: 1 deck of 'Who am I?' cards

No. of participants: 4-6 pax

Time: 20-30 minutes



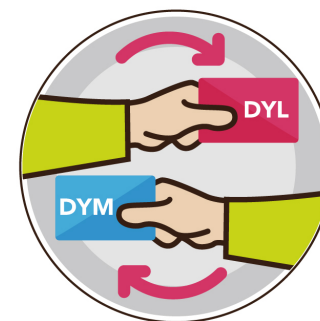
1. Shuffle the 'Who am I?' deck and distribute 5 random cards to each participant.



2. Each participant is to separate the cards into two hands. In one hand, hold the cards that describes them least (**DYL**) and in the other hand, hold those that describes them most (**DYM**).



3. Participants are to exchange greetings with one another and swap cards. They may ask each other questions to know one another better.



4. Participants should try to give out **DYL** cards and obtain cards to add to their **DYM** hand.



5. After **2 minutes**, the round ends. Participants can swap one of their cards with the main stack for a card that was not distributed.



6. Repeat **steps 3 to 5** for additional rounds.



7. The game ends when all participants feel that they have 5 cards that describe them very well.



8. Participants are to share what makes them choose the 5 cards and give real-life examples if possible.



WHO AM I?

INSTRUCTIONS

ICE BREAKER: READY, STEADY, GOAL!!

Objective: To allow participants to get to know one another

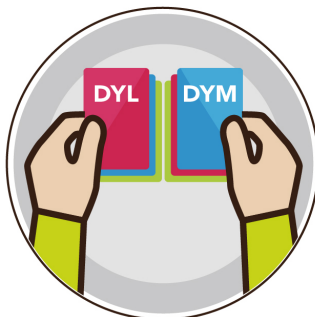
Logistics: 1 deck of 'Who am I?' cards

No. of participants: 4-6 pax

Time: 20-30 minutes



1. Get participants to sit in a circle. Shuffle the 'Who am I?' deck and distribute 5 random cards to each person.



2. Each participant is to separate the cards into two; those that describes them least (**DYL**) and those that describes them most (**DYM**). Participants are to hold the DYL cards in their hands.



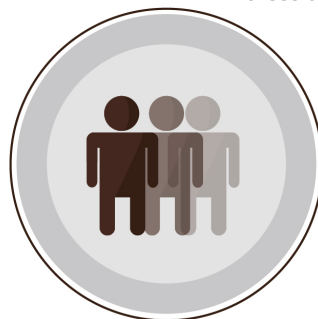
3. Next, participants are to pass cards that do not describe them (**DYL**) to their right, and take from the left the cards that are passed to them. All participants will pass the cards together (each person one card). Participants are to keep cards that they feel describe them, and continue to pass those that do not describe them well.



4. Cards are exchanged until someone has 5 cards that describe them very well. Once done, they are to shout **Goal!**



5. Get the winner to share why he chose the 5 cards with real-life examples if possible.



6. Remaining participants will continue the game, until there is another winner.



7. Last participant(s) will share why the 5 cards describe or do not describe them.



WHO AM I?

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WIN, LOSE OR DRAW

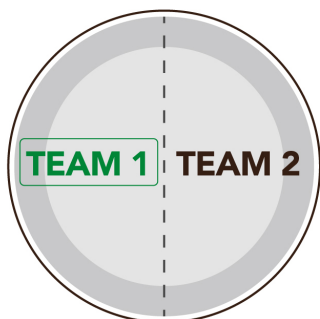
SUITABLE FOR VISUAL LEARNERS WHO WANT TO FAMILIARISE WITH THE DIFFERENT TRAITS FOR EACH PERSONALITY STYLES

Objective: To allow participants to be familiar with different personality styles and traits

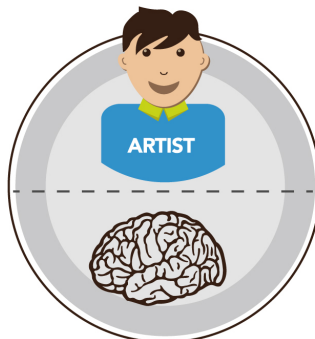
Logistics: 1 deck of 'Who am I?' cards, Paper and pen for drawing, Stopwatch or smartphone with stopwatch function

No. of participants: max. 8 pax per team (max. 16 pax in total)

Time: 15-30 minutes



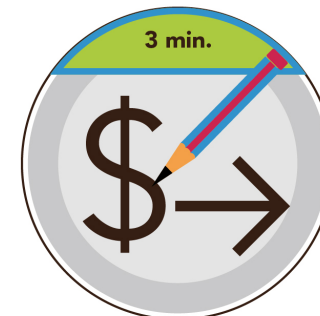
1. Split participants into 2 teams and decide which team to play first



2. Elect an **Artist** in the team. The rest of the team will be **Brains**.



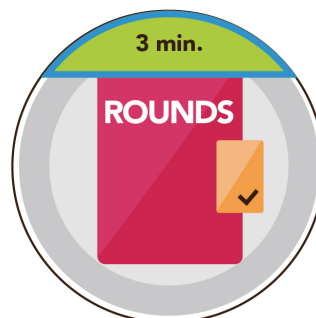
3. The Artist picks a card from the 'Who am I?' deck and look at the word or phrase on it. He cannot show the card to his Brains or the other team. He then puts the card back to the deck.



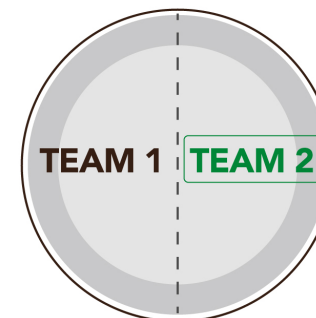
4. When the Artist is ready, he starts the timer for 3 minutes. He is supposed to sketch out pictures or clues for his Brains to guess the word or phrase on his card. He is not allowed to speak or write down any alphabets or number; symbols are allowed (e.g. \$, > etc)



5. The Brains are to shout out their guesses. They can guess as many times within a 3 minute limit. The guesses should include the personality trait and personality style the trait belongs to (e.g. Loyal, 'S' type).



6. The round ends when any of the Brains are able to guess the word/phrase, or when the 3 minutes is up. If the word is guessed correctly, the team is awarded 1 point.



7. Repeat **steps 2 to 6** for the other team and subsequent rounds. Elect different Artists for each round.



WHO AM I?

INSTRUCTIONS

HOLLYWOOD TIME

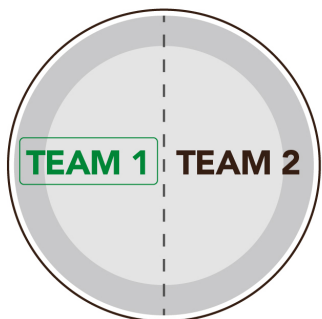
SUITABLE FOR KINESTHETIC LEARNERS WHO WANT TO FAMILIARISE WITH THE DIFFERENT TRAITS FOR EACH PERSONALITY STYLES

Objective: To allow participants to be familiar with different personality styles and traits

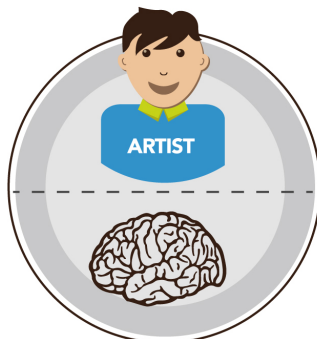
Logistics: 1 deck of 'Who am I?' cards, Stopwatch or smartphone with stopwatch function

No. of participants: max. 8 pax per team (max. 16 pax in total)

Time: 15-30 minutes



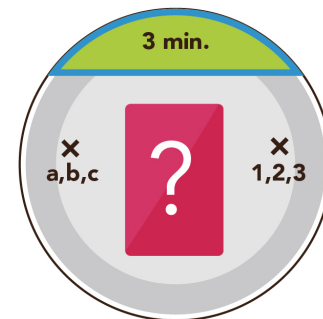
1. Split participants into 2 teams and decide which team to play first.



2. Elect an **Actor** in the team. The rest of the team will be **Brains**.



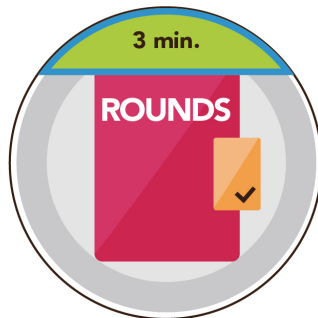
3. The Actor picks a card from the 'Who am I?' deck and looks at the word or phrase on it. He cannot show the card to his Brains or the other team. Once done, put the card back to the deck.



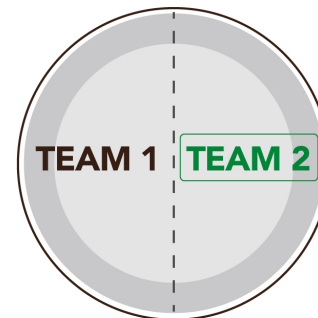
4. When the Actor is ready, he starts the timer for 3 minutes. He is supposed to act out for his Brains to guess the word or phrase on his card. He is not allowed to speak or write down any alphabets or number.



5. The Brains are to shout out their guesses. They can guess as many times within a 3 minute limit. The guesses should include the personality trait and personality style the trait belongs to (e.g. Loyal, 'S' type).



6. The round ends when any of the Brains are able to guess the word/phrase, or when the 3 minutes is up. If the word is guessed correctly, the team is awarded 1 point.



7. Repeat **steps 2 to 6** for the other team and subsequent rounds. Elect different Actors for each round.



WHO AM I?

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GIFT OF GAB

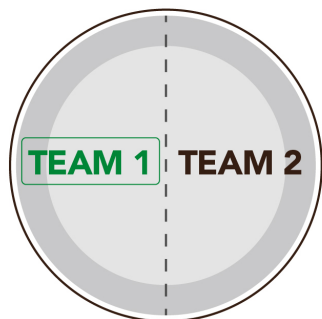
SUITABLE FOR AUDITORY LEARNERS WHO WANT TO FAMILIARISE WITH THE DIFFERENT TRAITS FOR EACH PERSONALITY STYLES

Objective: To allow participants to be familiar with different personality types and traits

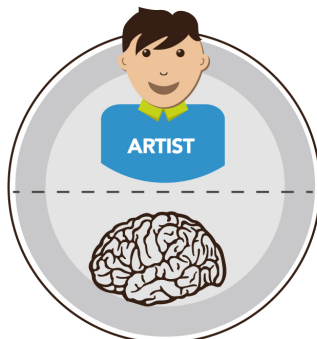
Logistics: 1 deck of 'Who am I?' cards, Paper and pen for drawing, Stopwatch or smartphone with stopwatch function

No. of participants: max. 8 pax per team (max. 16 pax in total)

Time: 15-30 minutes



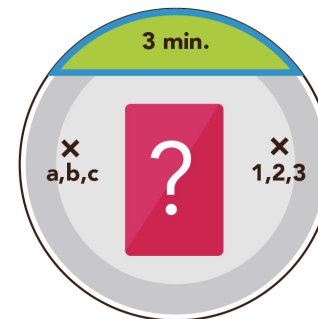
1. Split participants into 2 teams and decide which team to play first.



2. Elect a **Speaker** in the team.
The rest of the team will be **Brains**.



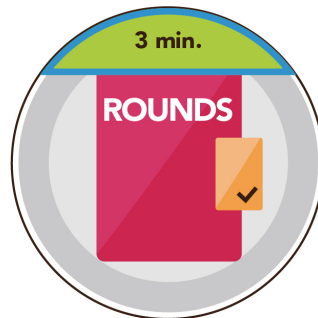
3. The Speaker picks a card from the 'Who am I?' deck and looks at the word or phrase on it. He cannot show the card to his Brains or the other team. Once done, put the card back to the deck.



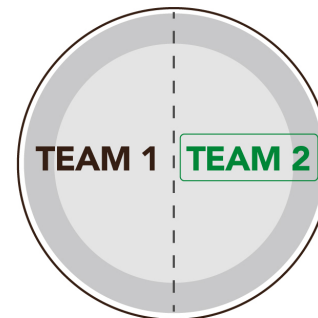
4. When the Speaker is ready, he starts the timer for 3 minutes. He is supposed to describe for his Brains to guess the word or phrase on his card. He is not allowed to gesture, draw or write down anything.



5. The Brains are to shout out their guesses. They can guess as many times within a 3 minute limit. The guesses should include the personality trait and personality style the trait belongs to (e.g. Loyal, 'S' type).



6. The round ends when any of the Brains are able to guess the word/phrase, or when the 3 minutes is up. If the word is guessed correctly, the team is awarded 1 point.



7. Repeat **steps 2 to 6** for the other team and subsequent rounds. Elect different Speakers for each round.



WHO AM I?

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DOODLE

SUITABLE FOR AUDITORY LEARNERS WHO WANT TO FAMILIARISE WITH THE DIFFERENT TRAITS FOR EACH PERSONALITY STYLES

Objective: To gather different perspectives of each personality trait

Logistics: 1 deck of 'Who am I?' cards, Paper and pen for drawing

No. of participants: max. 10 pax per circle

Time: 15-20 minutes

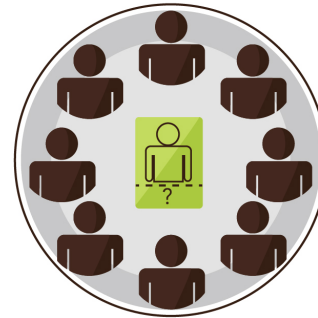
Note: An alternative is to ask participants to draw on flipchart paper and post them on various parts of the room. Participants then walk around and write their guesses on the flipchart paper.



1. Participants are to draw a card from the deck of 'Who am I?'. They are not to show their card to anybody else.



2. Within 10 minutes, participants are to draw on the upper 2/3 of the paper, a visual representation of the personality trait on their card. They are not allowed to write down any alphabets or numbers; symbols are allowed (e.g. \$, > etc.).



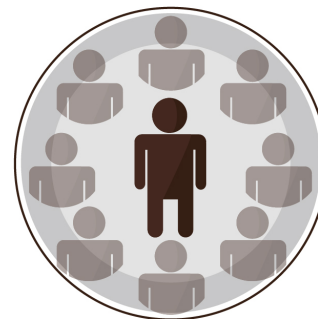
3. When participants are done, they are to sit in a circle and pass around their drawings.



4. Participants are to write down their guesses (with their names) on the bottom one-third of the paper.



5. Drawings are passed around in a circle until everyone receives their own drawing back (and made a guess for everyone's drawing).



6. Participants are to share the personality trait they are trying to depict. The number of correct guesses can also be recorded to determine the winner.



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CARD SORTING

Objective: For participants who would like to find out their dominant personality traits

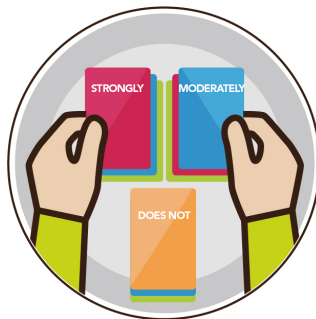
Logistics: 1 deck of 'Who am I?' cards for each participant, Paper and pen for writing (only for optional activity, Defining your Personality Style)

No. of pax: 1 pax per deck of cards

Time: 20-30 minutes

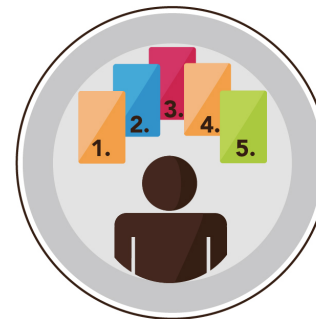


1. Distribute a deck of 'Who am I?' to each participant.

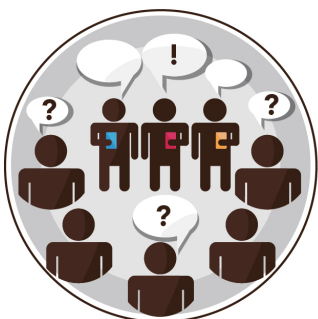


2. Each participant is to divide the deck into 3 stacks:

- Cards that they feel **strongly** describe them
- Cards that they feel **moderately** describe them
- Cards that they feel **does not** describe them



3. In the stack that strongly describes them, participants are to choose 5 cards that describe them the most.

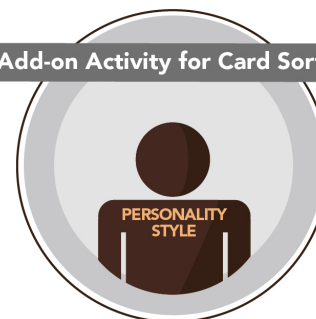


4. Participants are to share about their own personality traits. Listeners can ask questions to clarify if they are unsure of anything.



5. If time permits, participants may do Defining your Personality Style (an add-on activity for card sorting).

(Add-on Activity for Card Sorting)



Defining your Personality Style

1. For each of their ranked personality, participants are to create their own definition. They are encouraged to draw pictures to help enhance the definition. 2. Participants are to share their personality add definitions/drawings.



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DREAM TEAM: BRAINSTORMING VERSION

SUITABLE FOR AUDITORY LEARNERS WHO WANT TO FAMILIARISE WITH THE DIFFERENT TRAITS FOR EACH PERSONALITY STYLES

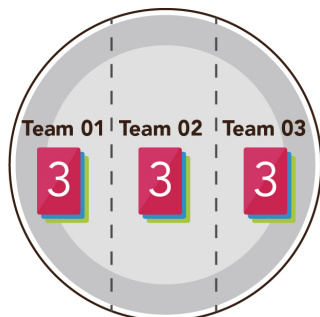
Objective: To allow participants to understand how different personalities work together

Logistics: 1 deck of 'Who am I?' cards, Paper and pen for writing, Flipchart paper for writing/discussion

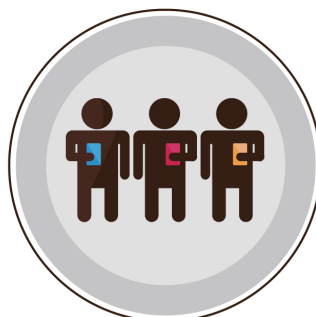
No. of participants: max. 10 pax per circle

Time: 20-30 minutes

Note: An alternative can be to ask participants to draw on flipchart paper and post them on various parts of the room. Participants then walk around and write their guesses on the flipchart paper.



1. Split the participants into groups of 2 or 3. Each group is to draw 3 cards from the 'Who am I?' deck.



2. Groups are to assume that each card represents a person and the 3 cards/people are a Dream Team, working together on a project.



3. Participants are to discuss within the group on how they would give an identity to each personality trait. They can give fictional names and stories about each person as a backdrop.



4. Next, participants are to discuss how the 3 different people work together. Using the following as guidelines:

- What are the strengths of the team?
- What are the possible challenges they face as a team?
- How might they overcome these challenges?
- If you are the leader, what could you do to facilitate better communication and collaboration within the team?



5. After individual group discussion, they are to share with the other groups.



6. During the sharing session, participants who are listening are to jot down things that they have observed or learnt, and share it later.



WHO AM I?

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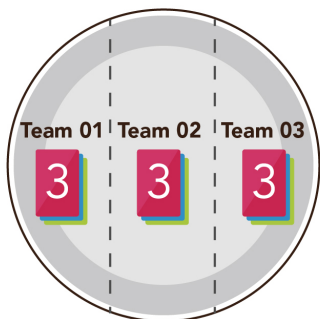
DREAM TEAM: LIVE ACTION VERSION

Objective: To allow participants to understand how different personalities work together

Logistics: 1 deck of 'Who am I?' cards, Paper and pen for writing, Flipchart paper for discussion

No. of participants: 3 pax per team (max. 16 teams)

Time: 20-30 minutes



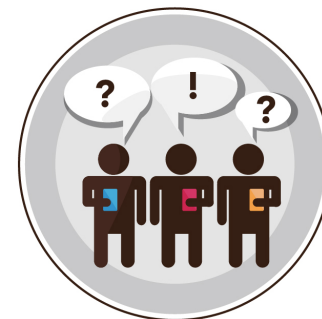
1. Split the participants into groups of 3. Each group is to draw 3 cards from the 'Who am I?' deck. Thereafter, participants will role-play as 3 different people exhibiting these 3 personality traits.



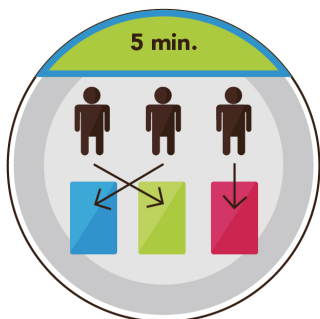
2. Decide within the group who is to be the leader.



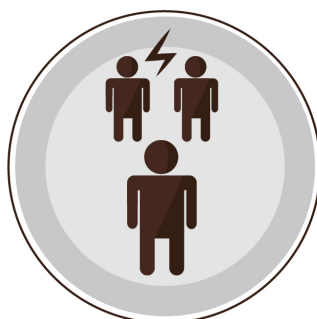
3. Groups are to assume that each card represents a person and the 3 cards/people are a Dream Team, working together on a project.



4. Participants are to discuss within the group how they would give an identity to each personality trait. They can give fictional names and stories about each person as a backdrop.



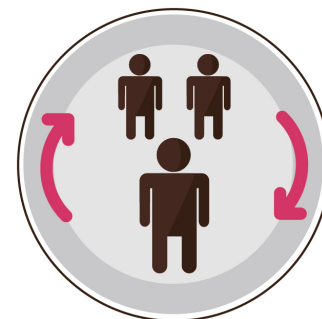
5. In 5 minutes and on their own, participants are to jot down notes on how to tackle the 3 different people with the 3 personality traits. They may list down bullet points on what they will be saying to each of them.



6. The leader will pick 2 personalities and assign them to 2 other participants. The leader will role-play the 3rd personality. The 2 participants will role-play as people exhibiting their assigned personality and attempt to create possible conflict amongst them.



7. The leader will assume the role of resolving the conflict of the 2 members based on his chosen personality. They will engage in a discussion about the conflict in personality that arose between the 2 participants. They are to refer to the notes they have prepared earlier.



8. Repeat steps 5 to 7, to allow different participants and personalities to role-play as a leader.

9. Discuss with all the participants things what have observed or learnt.



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TALLY HO!

Objective: For participants to find out how similar or different they are as a team (complement DISC radar graph)

Logistics: 1 deck of 'Who am I?' cards, A compiled list of all personality traits, Bingo style, Flipchart/whiteboard and markers for discussion

No. of participants: As many as you like

Time: 30-45 minutes

Note: Other than writing, participants may draw symbols or pictures to better present their personalities.



1. Participants are to make a mark beside their own personality traits on the Bingo paper provided.



2. The coach will run through the list of personality traits. Participants are to identify and note down the number of personality trait(s) each have.



3. The coach is to compile everything on the flipchart/whiteboard.



4. The coach and participants are to discuss about the similarities between one another.



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CREATING TEAM PERSONALITY

Objective: To create a team personality through different level of thinking and discussing

Logistics: Few deck of 'Who am I?' cards for each team, Paper and pen for writing, Flipchart paper for discussion

No. of participants: 4-5 pax per team

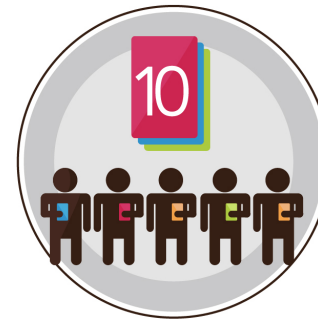
Time: 45-60 minutes



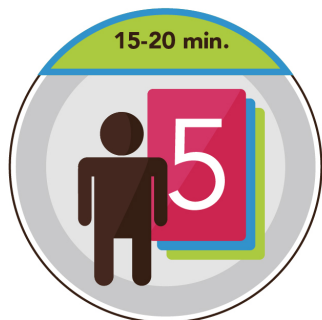
1. Split the participants into groups of 4 or 5. Each group will be given a deck of 'Who am I?' cards. Appoint a leader in each group.



2. As a group, the participants are to identify 10 personality traits (found in the 'Who am I?' deck?) which they believe will be helpful for the group to function as an effective team. Leaders are to lead their groups to decide on the 10 personality traits.



3. Based on the 10 personality traits chosen, EACH participant will choose 5 personalities which they feel are the most important for the group. They are to write down their own definition for each of their chosen 5 personalities.



4. Within the group, participants are to work together to choose the 5 personalities that best represent their team. Give the groups 15 to 20 minutes to discuss.



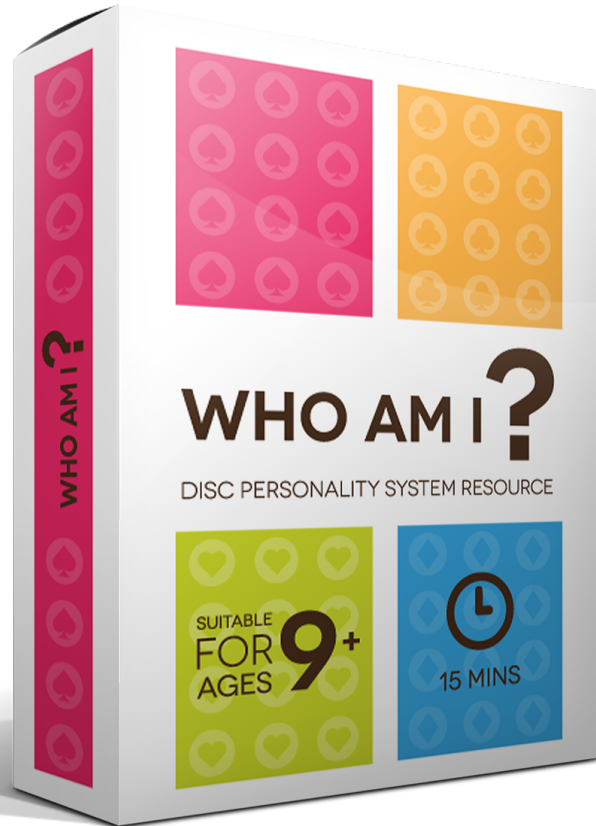
5. Leaders are to take turns to present their group's 5 personalities.



6. The leaders will lead the large team to decide the top 5 personality traits of the big team.



7. Coaches are to write down on flipchart paper the ultimate 5 personalities. Discuss with all of the participants. Allow plenty of time for good discussion. Participants may point out if the team has strayed away from the ultimate 5 personalities.



Thank you for purchasing this set of cards.

We're growing this compilation of creative ideas to play the cards and to share with everyone who had purchased this game.

As such, we would love to hear from you on how you would have played this game differently!

Do share with us and email your ideas to admin@lifeskillsinstitute.sg and Attn: 'Who Am I?' Ideas.

THANK YOU!!!