



Come 'ere, Come 'ere

What is it for?

.....
A mixing activity, especially for large groups.

Time & People

.....
10 - 30 minutes
20 to any number

Materials

.....
None

Source

.....
Andrew Welch and the Applied Improvisation Network

And...

.....
The identifiers should be things that they have to discuss in order to learn who is the person(s) to go. You can throw in a few like "If you are wearing jewelry, find a new group", just to keep the pace up. Remind them of the "come 'ere, come 'ere!" chant - that helps the wandering participant feel instantly needed and welcomed to their new group. The "I'm outta here" is also important, since it signifies that the individual is leaving by choice.

For the first few rounds, give them a chance to learn everyone's names. As the laughter increases, so should the speed, but never rob them of the chance to determine who should be leaving.

Ask participants to get into groups of 4, 5 or 6. Encourage them to shout "Come 'ere, come 'ere!" when they are trying to add wandering individuals to complete their group.

When the groups are all formed, tell them that however many people are in the group (4, 5 or 6), that's the number they will want to maintain, even though the members may change. After certain instructions from the facilitator, one or two individuals will leave the group to find new groups. Let them know that one of the objectives of this activity is for their groups to get new members as quickly as possible.

Whenever a new member(s) joins a group, it is common practice to get to know each other a bit, but only if time permits. "Why not introduce yourselves to each other now." Give them generous time to do this. "Sometimes it helps to have a topic to discuss. Have each person in your group name the most recent movie that they saw in a movie theatre, and how long ago that was."

Now you can let them know how the activity works. The person who saw a movie most recently (in each group), says "I'm outta here!" and immediately leaves to find a new group. (If there is a tie then both people leave for separate groups.) As soon as they leave the group has to find a new member, shouting "Come 'ere, come 'ere!" to get them over.

Once the groups are reformed, you can again give them some time to meet each other, however the identifiers and departures will pick up in speed. Here's some more ways to single out individuals:

- Most recently finished a book, been fishing etc
- Born the furthest distance away
- Has the biggest hand
- Has the most brothers/sisters
- Has the largest/strangest pet
- Speaks a language that no-one else in the group speaks
- Hasn't left their original group yet