

Game - Who inspires you?

Using two different colours of post it notes, ask the group to write down a woman or a group of women who inspire them on one colour and reasons that women are inspiring on the other colour. We used different colours so that the group didn't feel they had to give reasons that matched up to their inspiring women if the reason were personal ones they didn't want to share. For example, someone could write that their mum inspires them on one post it, but give a reason why women in general are inspiring on the other post it. We ran this activity with a large group during a school assembly so we were aware of not forcing people into disclosing personal stories if they didn't want to.

The activity works well to get the group thinking about the influence of women in their lives, and is also a nice activity to keep the post its and reflect on and add to them as the project progresses. Some of the answers from our assembly group were really touching. If you are using a space to meet with the group where you can display things on the walls, the post its would make a nice display and could be added to each session.

Post its can also be used to play a 'Heads Up' style game. Ask each group member to write down an inspiring woman on their post it, keeping it secret from the rest of the group. Everyone should then stick their post it on the forehead of the person to their left, so that everyone else in the group can see the woman's name, except for the person wearing the post it. Choose one person to start the game. They can ask one question with a yes or no answer. You move around the group in this way, with each person asking one yes or no question to try and help them guess who the woman on their post it is. The first person to correctly guess the name on their post it is the winner. You can add rules to make the game more challenging, such as people being put out of the game for two wrong guesses etc. Make sure you agree on these rules as a group before beginning to play.

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