

FACILITATION TECHNIQUE	Two Lies and a Truth
CORE PURPOSE / FOCUS	#intragroup openness #team-building
PHASE	#energizer #icebreaker #fun #get-to-know #opening
SKILL / CONTENT	#empathy #evaluation #communication
TIME FRAME	Up to 15 minutes; up to 30 minutes; up to 60 minutes; between 60 and 120 minutes
GROUP SIZE	1-5 / 6-15 / 16-30 / more than persons
FACILITATION LEVEL	Beginner
COMFORT ZONE	Safe

Introduction

This is a well-known and simple ice-breaker, designed to get to know the other members of your team well, as well as practicing your own poker face!

Necessary tools (what you need)

- Pick a videoconferencing tool.

Steps

1. Ask each team member to prepare a list of three interesting "facts" about themselves, two of which must be completely made up. These could be anything from a place they have lived, a hobby they (do not) have, or a famous person they say they have met, etc.
2. One at a time, each team member will tell the group each statement. The other team members must decide on the facts they think are true. The team member who receives the most incorrect votes "wins."

Tips & Tricks

- If you want to make the game competitive, you may set up a tracking sheet to track who had the highest number of correct guesses.
- If you have certain pairs or groups of people who know each other for much longer time than the rest of the people, you may ask those people not to guess loudly when they are certain of the right answer.
- Variation: for a longer activity. Allow the group to ask the team member one question about each of their statements.

Source

<https://www.sessionlab.com/library>