



ACTIVITY 'S NAME: Find the Lie

Type of activity: intrapersonal / interpersonal

Number of participants: All the class/group

Participants' academic profile(s): minimum Lower secondary education

Participants' average age: over 16 years old

Duration: 20 min

Necessary materials:

small pieces of paper, one for each student

Aim or Purpose

Activity to help students to get to know each other

Expected Outcomes

- Students will be able to know better their classmates,
- Students will be capable of recognizing themselves and their personal realities,
- Students will be able to have fun and get motivated for the next activity to do,

Competencies that will be developed:

- Recognizing themselves and their personal realities,
- Stimulate reflection to get to know each other

Skills that will be developed:

- Active listening
- Self-awareness
- Awareness of the others

Project implemented by:





Key terms / special vocabulary about / during the activity:

Preparation (what needs to be prepared beforehand to make the activity's implementation successful):

Two Truths and a Lie is a classic get-to-know-you type icebreaker game. Players tell two truths and one lie about themselves (in any order). The object of the game is for everyone else to determine which statement is actually the false one.

An interesting variation of Two Truths and a Lie is "Two Truths and a Dream Wish." Instead of telling a lie, a person says a wish — that is, something that is not true, yet something that the person wishes to be true.

This interesting spin on the icebreaker can often lead to unexpected, fascinating results, as people often share touching wishes about themselves. It's a deeper version of the game that can lead to a better understanding of goals and wishes of your students.

Activity's step-by-step description:

1. Give each student a small piece of paper.
2. Tell them to write three pieces of information about themselves on the piece of paper. Two of these bits of information must be true, one is a lie.
 - My name is Sophal (True)
 - I am married (False)
 - I visited Japan in 1999 (True)
3. Tell the students to stand up and to hold their pieces of paper in front of them. They also can think about them without the need of writing on a paper.
4. They should walk around the classroom, read the information about people and see if they can guess which statement is a lie.

Recommendations (How to use the tool/resource)

Project implemented by:





Evaluation:

The facilitator could ask a few follow-up questions in order to assess the activity's results:

- What did you learn during the activity?
- Have you discovered anything new?

Final observations and methodological recommendations towards the activity's implementation (do's and don'ts):

A good lie is one that's ultimately believable: it'll sound like something you might've done or might want to do (but haven't actually done). A lie that's too farfetched will clearly sound fake, so try to think of lies that are similar to truths to make them as plausible-sounding as possible.

Be the first one lie and show to your students how they have to do it.

Just remember them: when choosing lies, always opt for those that will be most convincing for you!

Project implemented by:

