

## **NETWORKING ACTIVITIES**

Use a networking activity at every meeting to encourage alumni engagement with the university. You can also build a program around several networking activities. Many groups, both alumni and professionals, have successfully built their attendance by paying attention to the quality of networking. Whether you devote 15 minutes to structured networking or make the whole program a networking experience, we recommend that you consider the ideas listed in this document. Happy networking!

### **Business Card Collection**

Remind attendees to bring a number of business cards but without telling them the reason. Once all of the attendees have arrived, give them 15-20 minutes for fast networking, with the aim to move around and talk to each other. To exchange business cards, they're required to learn something about that person. The attendee with the highest number of business cards at the end of the time wins a prize.

### **Temple Bingo**

This idea is very flexible and you can scale it up or down depending on the size, theme and demographic of your event. Create BINGO cards in advance. Each square on the BINGO card has a fact and a blank line. Examples of facts you could include are:

- A commuter student while at Temple
- Was a student-athlete at Temple
- Younger than 25
- From a specific state or geographical location
- Has a Temple email address
- Attended the last alumni homecoming
- Graduated within a year or 2 of you
- Met President Richard Englert
- Volunteered to be a mentor
- Looking for a job or wants to change careers
- Graduated at least 20 years before or after you

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- Is in a leadership role at Temple
- (the possibilities are endless)

Everyone receives a card and a pen and then circulates around the room looking for a person to sign their name to one of the squares. Their signature acts as the “chip.” Once someone gets a BINGO (signatures filling one row or their whole card—you decide) they can turn in their card for a prize! This is an excellent (and speedy way) to get people talking and learning about each other.

## People Organizer

This is an excellent way to help attendees find others with similar interests, backgrounds, and hobbies who will ultimately be looking to network anyway. Have everyone stand in a group and then have them organize themselves according to certain criteria, for example; by job role, industry, sports team, favorite movie genres or Temple School/College. This immediately gets everyone to start talking and interacting with each other as well as asking questions and helping to rank and group each other.

When everyone has found their group, give them additional time to connect with each other or give them an assignment to complete as a group. For example, ask them to create a list of three meeting topics that would be of interest. Ask a representative from each group to report out to everyone.

## My First Job

This get-to-know-you game is best played by a small group of 8-12 people sitting or standing in a circle or around a table. Everyone writes what they did for their first job on an index card or small piece of paper, then places it face down in the center of the table.

One leader or volunteer from the group is faced with the task of trying to place each card in front of the correct person. They can guess based on how they look or can be allowed to ask one question.

After placing the cards where they think they belong, participants go around the circle and share whether or not the leader guessed correctly and can also share a little bit about their first job.

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## M&M Mixer

The M&M Mixer can be played by small groups of 10 or 12 people. If you only get a small number of volunteers, they can be called to the front to play in front of everyone else.

Each person grabs a small handful of m&m's, and answer a question or share something about themselves based on the colors of M&M's in their hand.

Questions/prompts can be based on the theme of your event.

Possible ideas:

- Red- embarrassing moment
- Green- favorite sports team
- Yellow- favorite movie
- Brown- a place they like to travel
- Orange- hobbies
- Blue- wildcard

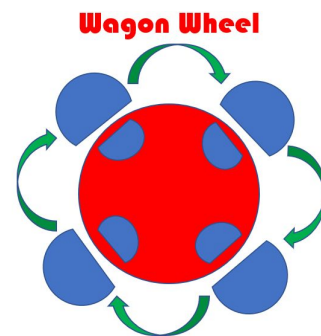
Once they answer, they can eat that m&m and move on to the next!

## Wagon Wheel

This get-to-know-you activity is best with a small group of 8-12 people sitting or standing in a circle or around a table. For larger groups, you may want to break up the group into multiple, separate wagon wheels.

Inner-circle participants (possibly leaders, more senior/experienced alumni, mentors, etc.) will be paired with outer-circle participants (young alumni, students, mentees, etc.) A question is presented for discussion every few minutes. At the end of the discussion time, every 5 minutes, the outer-circle participants rotate to the next seat and discuss the next question with someone new. The inner-circle participants remain in their seats and do not move. Possible questions could include:

1. One of the funniest things that ever happened to me was...



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2. If I could have dinner with someone from history, it would be...
3. One of the most interesting books that I have ever read is...
4. The t.v. show that I make sure not to miss each week is...
5. I think one of the most amazing inventions of humankind has been...
6. One of the characteristics that I most appreciate in other people is...
7. When I look back over my life, the thing that I am most proud of is...
8. Regardless of what anybody else thinks, I believe that...

### **The End Result**

Hopefully you're able to see a few of these ideas working well for you. If you include icebreakers, networking games, and team-building exercises in your event, the end result will be participants who leave feeling connected and encouraged. Have fun!