



Top 5 Initiate Events From Phi Sigma Pi Chapters

1. Show & Tell

The purpose of this event is for Members and Initiates to get to know each other and their interests. To prepare for the event come up with questions where people can provide a visual for an answer. After asking each question, you can have the participants share the item they picked and give a brief explanation or story about the item and why they chose it. This event creates an opportunity for Members and Initiates to get to know each other as well as interact with their environment.

Some questions you can ask:

- a. Without finding any new images, what are 3 photos that describe how you felt this week?
- b. A picture is worth a thousand words, what are 3 that best describe you?
- c. What is one item you can't live without?
- d. If you could listen to one album for the rest of your life what would it be?
- e. What is your go-to clothing item?
- f. What's an item that you thought you were going to use in college but never did?

2. Trivia Nights

At the beginning have somebody introduce the event and the rules as somebody assigns the participants into teams. Make sure each group has an even number of current Members and Initiates.

Once everyone is assigned into groups and you have gone over the rules and instructions, pass out the First Round trivia sheet and prepare to review the questions. For each question have a time limit to answer before moving to the next question. When the time is up, collect the papers and have another person tally the points before revealing the answers. Repeat through the rounds.

At the half-way mark do a mini break and give a mid-game score. During this break encourage participants to mix and mingle with each other. You can provide students with a series of icebreaker questions to ask.

Like the half-way mark, do a final mini break to get the score totals. During this time have participants mix and mingle until you are ready to announce the winner.

For trivia questions with answer keys check out the [Phi Sigma Pi Trivia Night resource](#).

3. Game Night (Skribblio, Jackbox Games, Board Games)

For this kind of event, have Initiates bring their favorite games. Keep in mind that there should be a 4+ player limit. Once students come to your event, break up into groups to play the games. For each game, include an Initiate that knows and can explain the rules of the game. After the game is finished, you may have Initiates and Members meet at a certain area to mingle until another game is done and then they can switch games.

4. Themed Food Events (Hot Cocoa in Pajamas, Morning Coffee, etc.)

Everyone loves free food or drinks. Capturing the vibe of food events can lead to a relaxed and fun environment. For this kind of event, market your hangout around the kind of food or beverage that matches the time and energy of the event. Hot Cocoa in Pajamas connotes a tranquil atmosphere in the evening. Alternatively, Morning Coffee Chat brings to mind the contemplative vibes of a coffee shop where students meet to talk. The event is simple; choose your theme, encourage discussion, and provide a chill event in the span of Recruitment.

5. HOBY Hugs

A HOBY Hug is a warm, fuzzy message written to HOBY Ambassadors and Volunteers. You will need 3x5 index cards and art supplies. Start by decorating the unlined side of the index card by using the art supplies. You can share a favorite quote, draw a positive picture and get creative with color. Once completed, go to phisigmapi.org/service to find your state's local Seminar to ship the HOBY Hugs.