Ice Breaker Games

CATCH ME IF YOU CAN: Players should be paired up. All players divide into two lines (facing in) shoulder to shoulder, with partners facing each other. Participants should be given approximately 30 seconds to look at their partners, taking in all details about the individual. The leader then instructs the two lines to turn and face away from the center. One or both lines has 15-20 seconds to change something about their appearance (i.e. change a watch to different wrist, unbutton a button, remove a belt, etc.). The change must be discrete, but visible to the partner. The players again turn in to face each other and have 30 seconds to discover the physical changes that have been made. Players get to interact with each other and have fun!

SOLEMN AND SILENT: Explain to students that this will take self control. Have students pair up and turn back to back. On the count of three, everyone must face their partner, look each other in the eyes, and then try to remain solemn and serious. No speaking! The first to smile or laugh must sit down. All who remain standing then take a new partner and the activity continues until only one person has not smiled or laughed. If you get a pair at the end who are both keeping a straight face, the rest of the group can act as hecklers to disrupt them.

Who Done It? Each player should write down something they have actually experienced or done on a piece of paper – tell them to ensure the fact is as silly or as unbelievable as possible. Sentences such as 'I bought some milk once' would be too boring; we're looking for things like 'I once went bungee-jumping'!

Once everyone has written down their sentence, collect the paper slips, shuffle them and redistribute them. Each player then reads out the sentence they have been given and guesses 'who done it?'. If they guess correctly, the person should have a little time to tell the story.

UNCLE JOE'S SUITCASE: The group forms a circle. The first person begins with their name and then says, "I packed Uncle Joe's suitcase with....." You continue going around the group, repeating the names of the people preceding their name and what they packed in Uncle Joe's suitcase.

Give me Five!: Divide your group up into teams. Explain to each team that the object of the game is for teams to come up with 5 items in a category that you will call out. (they can write them down on paper if they want). When members of the teams can name 5 items, they need to jump up, begin high-fiving each other, and yell, "Gimme five!" Then the team will share the items they came up with so that the rest of the teams can verify them. When the items have been verified they've won the category! Give them point for each category win.

Telephone Charades: The leader will come up with some funny actions to be acted out. The groups should stand in a line. The leader tells the first person in line what should be acted out and then the first person in the line should act out the situation to the second person. This proceeds on down the line, until the final person has to guess what is being acted out. The result is usually humorous because the performance of the situation will vary significantly based on each person's interpretation – so at the end, it might bear very little resemblance to the first act!

Conversation starters:

- House on fire. . . ask if them if their house was on fire and they had only time to grab 3 items what would they be?
- Up and Down. . . ask students to share the best thing that happened to them this week (their up) and the worst thing that happened to them (their down). You can share some from your week as well.
- What if. . . Ask your students what if questions and see what they say.

  Such as:

  "What if you won the lottery what would you do first?"

  "What if you could go anywhere where would you go?"

  "What if you could eat anything right now what would it be?"

  "What if you had one wish what would it be?"

  "What if you had more time in your day how would you spend it?"

  The choices for this are endless.
- Deserted island. . . ask them, "If you were stranded on a deserted island and could only eat one food the whole time you were there what would it be?"
- What's next? . .Ask them what 3 things they haven't tried but want to.