

# ICEBREAKERS

**It's important for team members to get to know each other. Why not make it fun? Use some of these icebreakers to help bring everyone together.**

## **GAME OF POSSIBILITIES**

- Gather random objects, one for each person on the staff. Or break the staff into groups and provide an object for each group.
- Have each student demonstrate a use (either real or imagined) for the object without speaking. Challenge players to make demonstrations original and inventive.
- The rest of the team must guess what the player is demonstrating

## **DO YOU KNOW ME?**

- Circle up and share. Form a circle with chairs so staffers can see each other's faces and hear every speaker.
- Begin with a practice round. Flip a coin. If heads, share something new about yourself — something true. If tails, share something untrue, but believable. After you share, prompt the group to discuss and vote true or false. Finally, reveal whether the coin was heads or tails.
- Have a member of the circle keep track of how often the vote is correct. It's interesting to play this game at a later date and see if the percentage of correct votes increases.
- Add a fun element by adding technically true statements like, "I graduated with Selena Gomez," indicating you both graduated in 2010.

## **FIND OUT LITTLE-KNOWN FACTS**

- Students will have a chance to learn things about each other they may never think to ask.
- Organize students into equal numbers, minimum of five or six.
- Give these instructions:
  - This is a group competition.
  - I will tell you to line up in a particular way.
  - Your group should get in line as quickly as possible.
  - All group members should clap to indicate the task is completed.
  - Do a practice round: Line up by height, and clap when finished.
- Begin the activity. After each lineup, determine which group clapped first, and wins the round.
- Examples:
  - Shoe size
  - Length of arm's reach
  - Alphabetically by favorite color
  - Number of siblings you have
  - Hair color, lightest to darkest
  - Hair length, longest to shortest
  - Number of bones you've broken
  - Birth date, beginning with Jan. 1

### **PLAY THE 'I AM' GAME**

- Give an index card to each staffer. Ask them to begin by writing "I AM" as a header on the card.
- Next, ask them to complete the sentence with five, little-known facts about themselves and tell them not to include their names on their cards. Set a timer for two or three minutes.
- Have them help each other attach the cards on their backs. Set a timer for three minutes.
- Without talking, have students walk around the room, attempting to see as many lists as possible. Set a timer for six minutes.
- During this time, prompt students to ask questions of their peers.
- Options for closure: To show the importance of getting to know each other, you could have them write about something they learned about one of their classmates. You could have a class discussion with the purpose of having students become more comfortable with each other.
- Other options: Change "I AM" to "I am not," or "I am proud," or "I hope."
- Later you can post the cards, to see who can identify the most people.