

ICEBREAKER ACTIVITIES



Abbreviated Lecture

Divide participants into small groups and ask them to list everything they know about the workshop topic. Lecture on things that the participants did not cover.

Awareness

Have the participants stand in two lines with a partner across from each of them. Have them scan the other person and then turn around. While the other person is turned around, the one being observed should change three things and then the other person has to guess what those three things are.

Best/Worst Approach

Ask participants to share their best and worst experiences regarding a particular topic.

The Bean Game

Hand out a list of items and the price in beans that they cost. Hand out a limited number of beans and have the participants mark the items that they want most. This can be used to determine priorities and values.

Bumper Stickers

Given markers and 24" strips of white paper, participants are asked to design a bumper sticker to sum up their philosophy of life. They can use a well-known phrase, poem, or song to design their bumper sticker. The participants are asked to hum or act out the contents of their chosen phrase/poem/song for other participants to figure out.

Community Clock (large group needed)

Have the group draw a circle to represent a clock and fill in the quarter times of 12, 3, 6 and 9. Have the group stand up and walk up to each other to make appointments for the four time slots of 12, 3, 6, and 9. Then ask everyone to sit down. Soon after ask the participants to find their 12 o'clock appointment and ask them the following five questions (have the participants repeat this exercise with rest of the scheduled appointments of 3, 6, and 9 o'clock)

1. Name one thing that you would like about your community
2. What would you like to change about your community
3. Name someone you want to keep in your community
4. Name someone you admire in your community
5. State something you want to do for your community

Note: No one person should have 2 people for the same time slot.
Great exercise to emphasize importance of "starting on time and ending on time"

Drawing

Have the participants write past, present, and future on three pieces of paper. Then ask them to draw a picture of how they see their community in the past, present and in the future. Ask them to share their creation with the group.

Expectation Exercises

1. **Sentence Completion:** Ask each participant to fill in the following sentences on index cards:

I came today because

_____.

In 6 months I hope I will be able to

_____.

My biggest fear about this workshop series is that

_____.

My learning goal is to

_____.

Participants can share their statements with the entire group while the coordinator compiles a joint list on flipchart paper.

2. **Small Group Discussion:** Have participants form small groups of 3-4 to and have them spend about 10 minutes talking about what they hope to learn and achieve from the Workshops. Then ask them to combine their ideas into 4 key expectations and write them on newsprint. When the entire group gets back together, one representative from each of the subgroups can share his/her group's list with the larger group.

The facilitator can sum up by saying which of the expectations will be covered, which may not, and that an effort will be made to broaden the curriculum to incorporate everyone's needs.

Jeopardy

You can use this game to review the content of a lecture or other material. Write the answers to the questions on construction paper with point values on one side and stick them on the wall with the points facing the outside. Have the participants break up into teams and pick a point value and guess the question pertaining to the answer within 10 seconds or the other team gets a chance to answer. The game continues until all of the points have been used.

Model Community

Have the group list characteristics of a model community and talk about how to achieve that within their own community.

Object Introductions

Ask members to introduce themselves using an object they have on them, eg. A purse, a glove, a key chain, etc, that has some special meaning or tells something about them. Give them a few minutes to think about what item they will choose, and what they want to say about themselves.

Paired Interviews

Have them turn to the person next to them and share what their names are, where they are from and three other facts about themselves. Have the partners introduce each other to the group.

Priority Development

Ask everyone to prioritize a list of goals and reach a consensus with the group.

Problem Solving

Present a problem in writing to participants in small groups and ask them to offer 1-2 solutions. Have them share their answers and help the group come to a consensus on how to solve the problem.

Resources in a Group

Have 5 or 6 participants go up to the front and rank themselves from 1 to 10 on various skills. They place themselves on a continuum and compare themselves to each other. This exercise shows how you can use each other's skills to accomplish your goals.

Small Group Discussions

Divide participants into small groups and give them a structured format for discussion.

Sticky-Paper Technique

Hand out 3X5 index cards to the participants and have them write down answers to questions pertaining to different categories.

Example of a category: "Beautification"

Example of a question: "What is one way to beautify your community?"

Give them pieces of tape and ask them to place their index cards with the written answers under the different categories you have posted on the wall.

Two Truths and a Lie

Have them come up with two true statements about themselves and one false statement and have the group guess which one is the false statement.