

ICEBREAKERS

NAME TAG MANIA: Participants are given a name tag and a marker. They are asked to print their name on the upper portion of the name tag and then to draw three objects that represent who they are on the bottom portion of the tag. After completing the activity, participants are then asked to share their names and what they drew on the tags. (i.e. My name is Jessica. I drew a sailboat, a dolphin, and a paint brush.)

MUMBLE JUMBLE: Before the activity begins, the leader will cut up a few pictures into jigsaw puzzle pieces. Each group member will grab a piece of a puzzle from a bag. The group members will keep their puzzle piece to themselves until the leader says, "GO!" At this point, the group members will try to locate the other members of the group with the pieces to form the appropriate pictures. Whichever group does it first, wins. Good activity for breaking into groups.

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 centre. 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!

GEOGRAPHIC LOCATION: Each group member is from a different geographic location, but together they will form a map. Once a map has been established by the group, each group member will stand where he/she thinks they belong to make the map as close to scale as possible.

MAKE A DATE: Give each participant a paper plate. Have them draw the face of a clock on their plate with a line next to each number (no digitals!). Then have participants walk around and find a "date" for each hour, writing their name by the hour. The catch is, no one can make a "date" with more than one person per hour. After everyone has made their dates, speed up time and allow 1-3 minutes for each hour. The facilitator then asks a question for discussion on each date. The pairs will have a chance to get to know one another.

BLOW WIND BLOW: For this icebreaker game you'll need to set up your chairs in a circle facing inwards. Make sure there is one less chair than there are players. Select one player to start off in the middle. They must begin by calling out "Blow wind blow". The rest of the group must respond "blow what?" Then the middle player can say some kind of conditional statement like "everyone with red hair" or "everyone not wearing shoes". All the players that fit into that category must get up and switch chairs with another player. This allows a chance for the middle player to steal a chair also. Once everyone has finished switching as quickly as possible, there will be one player left stuck in the middle. Then the process repeats!

NAME AND GESTURE: This is a great introductory warm up that allows people to perform a gesture that relates to their personality, and says their own personal name. The group stands in a circle. Then, everyone must repeat the gesture (with their own style of course!), and say that person's name in unison. Everyone gets a chance to perform a gesture and say their name, until the circle completes. It's a very fun ice breaker, which allows people to remember each others' names.

MIX AND MEET: Get each person to grab some M&M's. Tell them not to eat them. Assign a different meaning to each color, blue= family, green=school, yellow=friends...However many m&ms they have in their hands, that is how many facts they have to tell. ie. if they have 3 blue, they would have to say three facts about their family.