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ICE BREAKING ACTIVITIES



Goat, wolf and cabbage

One of the group members is the farmer and the rest of the team acts as villagers.

The farmer has to return home with 3 purchases (goat, wolf and cabbage) by crossing a river in a boat. He can carry only one item with him on the boat.

He cannot leave the wolf alone with the goat because the wolf will eat the goat, and he cannot leave the goat alone with the cabbage because the goat will eat it. How does he get all three of his purchases back home safely?

The villagers can help him to reach the solution.

Forming the String Shapes

The children will stand in a circle around a long piece of string tied at the ends to form a circle.

The team is asked to create shapes with the string – square, triangle, numbers, rectangle and many other shapes.

To make it more fun, you can ask the members of the group to shut their eyes/be blindfold and repeat the exercise.

The key to solve this exercise is to communicate - all team members must talk what they are doing as next step. To make the task more difficult, the teacher may ask some students to be silent.

This activity also tests the leadership skills.

Multiple Crane Operators

The children will stand in pairs in a circle, their pair standing right opposite from them. In the middle of the circle there is a wooden block which has the metal hook on top of it. Each player pair is connected with the string which goes through the hook on the wooden block. The block can be moved only with the cooperation of all team members.

There are circles or landmarks on the ground and students are asked to move the wooden block onto these marks.

The key is to move all at once and communicate between pairs how to move the strings to reach the goal.

Draw the Birthday Boy!

The game needs a bigger drawing paper which will be taped on the wall. Team members stand in line and wait for their drawing turn.

First member is blindfolded with the scarf and walks to the paper and draws the head, after that he/she returns to the team and gives the scarf to the next team member.

Again blindfolded, the next one goes to paper and draws what is asked (eyes, nose, mouth etc) to the birthday child on the paper.

All other members can guide the one who draws.

Minefield

Prepare a route (as difficult as possible) with tape and mark the starting point and end point. Along the route place several objects/toys randomly at specific distance. Divide the group into teams of 2 or 4 and blindfold one of the members.

The others stand outside the area and verbally instruct the blindfolded teammate to navigate across the route, picking up the toys and avoiding stepping on sheets of paper (mines) or outside the taped area.

This is great game to learn trust, active listening and communication.

To make it more difficult, create specific routes the blindfolded team members must walk or only allow certain words/clues to be used for guiding.

Can You Spot a Lie?

Team members are sitting in a circle, with each person taking turns to state four facts about themselves. 3 are true and the remaining 1 is a lie. The instruction is to tell the lie so believably that it would be hard to guess it is actually a lie.

Once the facts are stated, the other team members take turns to identify the lie from the 4 statements. Once all are done with guessing, the right answer is revealed at the end.

The game is very beneficial for new or geographically different teams who can benefit by knowing more about their teammates.

Especially good is this game in international groups.

Form a Line

The participants are asked to stand in line side-by-side. They are then asked to rearrange their line in order of their birthdays (considering only the month and date). BUT the trick is that the group members cannot talk at all. They can use sign language, body language, and other techniques to determine each other's birthday.

The variation is to form a line according to the first names: form a line according to alphabet, etc

This is ideal team challenge game for bigger groups.

Pencil into Bottle

Tie one of the ends of both the stings at the eraser-end of the pencil and tie the remaining two open ends around the waist of two team members facing their backs to each other.

between the 2 participant, there is an empty water bottle on the floor.

Ask the participants to move back and back in order to lower down the pencil into the bottle placed on the floor below. The participant pair is not allowed to use hands.

This game can be performed as well as solo act, and it is fun challenge if different pairs or individuals can do this at the same time as a race.

Flip the Blanket

6-8 participants stand together on a blanket/towel, leaving a quarter of the blanket/towel empty.

Tell the group to flip over the towel/blanket so that they are standing on the other side of the sheet. And all this without getting off the blanket or touching the ground outside the sheet.

This is a great way to think of creative solutions and work together in achieving the common goal.

The more people are standing on the blanket, the more problem solving the team must do.

Finding Pairs

This game needs simple equipment like pen, tape and paper .

Pair-Words are written on different sheets of paper like Yin-Yang, Bread-Butter, Salt-Pepper, Sun-Moon, and so on. For example, if Salt is written on one paper, Pepper will be written on different paper. One paper is taped on the back of each person, without letting him or her see what's written.

The group is instructed to search for their partners. The group can only ask "Yes-No" questions in order to find out what is written on their back.

Once they figure out the answer, they can go and sit.

Mixed Puzzles

2 or 3 groups are given different jigsaw puzzle with different picture. The team that is able to put all the pieces together in least possible time is the winner. The challenge is, that the puzzle pieces are mixed with other groups' puzzle pieces. The team has to come up with ways to get the pieces back through negotiation, trading, exchanging team members, etc. However it should be a group decision and not individual choice. This calls for great deal of problem solving and building trust between the group members.

Untangle the Knot

The group stands in circle, shoulder to shoulder, facing inside of the circle. Each member extends his or her right arm and grabs the hand of someone standing across the circle. The same is repeated with left arm.

There are 2 rules to keep in mind:

1) Everyone should hold hands of two different people

2) No one should hold hand of someone who's standing directly next to them.

The objective of the game is to untangle the human knot without breaking the circle. If the chain breaks, the group has to repeat the exercise.

Scavenger Hunt

This is a good game to play on parties. Break the group into two or more teams. Make a list of items to be found or things to be done by each team with deadline. The first team to accomplish all the listed tasks wins!

This exercise can be made more fun by including riddles, clues, twists etc. to lead their way to final items.

Spaghetti Tower

Materials given to build the tower include sticks of spaghetti, roll of tape, string, and marshmallow for every team. Using these supplies, the teams have to build the tallest tower. The catch?

The tower has to stand on its own for five seconds without any external support with the marshmallow sitting pretty at the very top of the structure.

Classification Game

Collect a variety of objects and put them in the center of the room on a table. All teams must be able to see the objects from their desks. These can be very different things as stationery, cake, toys, jewelry, umbrella and so on. It should be at least 25-30 items on the table.

Each group is given sheet of paper and pen. They are instructed to classify the demonstrated things into 4 categories. Every team chooses their spokesman who will represent their classification logic. (may be looks, some common traits, etc.)

Cinderella Run

The team members will take off their shoes and throw them into a big pile. The pile should be mixed well to make the shoes apart from their pair. The teams must stand in straight line, away from the pile.

The first player of each team runs to the shoe pile at the same time, sorts out his/her own pair, puts them on and ties them back up.

The player then runs back to his/her respective line and gives a clap to the next team member in order to give permission to run. This new person does the same thing. The first team wearing footwear (with shoelaces laced) wins.

Switch Places who....

Put 10 chairs as a circle and let players sit. 11th player will stand in the middle of the circle and asks to switch places according to the common thing he/she names.

For example:

- switch places who has blue eyes;
- switch places who is wearing jeans, etc

During the switch, the player who was standing, tries to take a seat too. If he/she succeeds, the new player (who was left standing) starts asking.

Draw my Words

Split your team into groups of two and make them sit back to back. Give one person a pencil and paper, the other person will get a picture of something simple to draw (car, doll, flower, tree, etc). The person who has got the picture, has to describe what he/she sees to the other team member (with paper and pencil). the tricky part is - he/she can't actually tell what the item is, they have to describe the item's features. They're allowed to describe shapes, sizes, and textures but can't say, "Draw a car."

Once the blind drawing is finished, compare it with the original to see how well the teams did.

Do You See the Difference?

Split the class into two groups and line them up facing each other. One team gets a quick period to observe the other group (15–30 seconds). All group members have to memorize as many things about the people in front of them as possible. Then team A turns around while team B changes as many things about their appearance as possible.

Some tips:

you can change the line up order, swap shoes with someone or change your hairdo.

After about 45 seconds, team A turns back around and gets 5–10 minutes to find out what's changed. You can adjust the time depending on the size of your group.

Toilet Paper Icebreaker

You only need one roll of toilet paper. Pass this around, and have everyone rip off how much they would usually use. Everyone will feel awkward & will not really see the point at the beginning & possibly think you've lost it.

When everyone has taken off a few squares, they should count them. The amount they have is how many fun facts they should reveal about themselves. A warning though: this is an activity that is best suited for more lighthearted occasions and you'll want to know your audience a bit before trying this!

Say Your Name Backwards

This game is pretty straightforward, or straight backward.

Every player will write their name on a slip of paper backward, fold it, and place it into a bowl. Once all the slips are collected, someone will draw one out of the bowl and read to the rest of the players what's on the slip. Whoever can guess their friends' name correctly gains a point, and whoever has the most points at the end wins

The Envelope Please!

In this icebreaker game, have everyone write 10 facts about themselves on paper and place them each into their own envelopes. The envelopes are to be shuffled and chosen once at a time by the leader to read aloud to the rest of the group.

The rest of the players will then guess the identity of the envelope in hand — but they must be confident in their answer as each player only has one chance to guess per envelope.

Celebrity Impressions

For this icebreaker game, the leader will tape a label to each player's back with a celebrity or household name. Once that's complete, every player will then ask each other yes or no questions about the traits, recent news, or talents of their celebrity label.

If a player can identify their own celebrity correctly, they can remove the label from their backs and continue mingling if they wish.

Sound Ball

Sound Ball is an imaginative icebreaker that gives everyone a chance to get moving and energized.

In this icebreaker, the leader holds an imaginary ball in their hand and “throws” it to other players, making whatever sound they think it would with that gesture.

Whoever “catches” the ball next must repeat the sound made, then throw the ball to another person making their own unique sound. It sounds crazy, but it’s easy to get into the flow of it.

If a player can identify their own celebrity correctly, they can remove the label from their backs and continue mingling if they wish.

”Most Likely To ____”

Have students read through a list of “Most likely To” titles and assign them to one another. During the game, everyone can chime in or give reasons as to why someone deserves the title, and the group consensus will be the final decision. It’s important to note that no two people will have more than one tile to ensure everyone is included.

Simon Says

Simon Says is a game as old as time, but it never stops being fun. The leader of the group will instruct players to do an action beginning with the words, "Simon says..." like, "Simon says touch your knees," or, "Simon says grab your elbow." Whoever doesn't do the actions proclaimed will be booted out of the game.

The real trick is for the leader to confuse players by giving fast Simon Says commands, then giving them a command without saying the keywords. This could work like, "Simon says touch your hips, Simon says hop on one foot, Simon says touch your nose — touch your ears!" Whoever does the action (like touching your ears) will be booted out of the game because it wasn't a Simon says action.

Things in Common

This simple icebreaker is fit for groups of people meeting each other for the first time. All that has to be done is mingle with one another to find some things you have in common, and try to form groups based on those attributes. Bonus points if you can learn the names of those who you relate to, and brownie points if you can relay all their names when asked.

Personality Quiz

Choose a brief personality quiz on your phone or computer (if you're stuck, here's a list), and pull it up on a projector or send the link to everyone.

Once everyone has completed the personality assessment, have each colleague mention one thing they agree or disagree with from their results. This game allows your team members to gain a new perspective on their peers, and it's also a fun and easy way to get an interesting conversation started.

Who is it?

Have everyone write a unique, strange, or unexpected fact about them on a piece of paper. Then, put the pieces of paper into a hat and mix them around. Pull from the hat and read each fact.

Allow the team to try and guess who wrote it. After they guess, ask the student who wrote the fact to identify themselves and give any further context if necessary. This could be a great way to get to know surprising new things about your teammates.

No Smiling

Get your team in a circle and ask one volunteer to sit or stand in the middle. Tell the volunteer that they can not laugh or smile, regardless of what happens. Then have each others take turns telling the volunteer a appropriate joke.

The goal of the volunteer is to hear a joke from everyone around the circle, while the goal of the other team members is to make the volunteer laugh.

This icebreaker can be helpful in new-student to lighten the pressure.

*Enjoy
the
activities!*



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