

## Icebreakers and Games

### The Superlative Game (Game)

*Duration:* 20 minutes

*Context:* Party Game

*Description:*

This is an icebreaker we used at a progressive dinner party to get a crowd laughing. First, divide the Group into 2 or 3 teams.

Between each round, the host should ask for volunteer from each team. Preferably a different volunteer each time. The host should mention the category, but not the task when asking for volunteers.

For example “we need 3 volunteers for ‘Longest’”

Keep score, and make up additional funny categories as you desire.

Sample categories:

<u>Category</u>	<u>Challenge</u>
Widest.....	spreading your feet
Longest.....	Tongue
Shortest.....	amount of time saying Peter Piper picked
Longest.....	holding your breath
Most .....	number of buttons
Highest.....	raising of eyebrows
Weirdest.....	facial expression
Biggest.....	Smile

### In the Manner of the Adverb (Game)

*Duration:* 15 minutes - 90 minutes+

*Context:* Party Game

*Description:*

This is a group game that is fun for any setting.

The leader should ask for one person to leave the room. The rest of the group decides upon an adverb that the person who left will try to guess. Once a consensus is reached, the leader brings the volunteer back into the room. The volunteer then proceeds to guess the word by asking different people in the room to do different tasks “in the manner of the adverb.” He/She can ask each person one time, and when everyone has performed, if they have not guessed the adverb, the game is over.

The guesser chooses any task s/he can imagine. It can involve other people in the room.

When the guesser asks a group member to perform the task, the group member does so in a way that is consistent with the adverb that is trying to be guessed.

For example: the secret adverb is “sleepily.” The guesser may say, “John, do a dance in the manner of the adverb” or “Susan, give Tom a kiss in the manner of the adverb.” At this point, John would get up and dance around the room in as sleepily a manner as he can, and the guesser then takes a stab at the word.

The game is over when the guesser gets it or has asked everyone in the room to perform a task.

Repeat the game with a new volunteer.

### **Titanic (Icebreaker)**

*Duration:* 20 minutes

*Context:* Large Group Setting.

*Description:*

Divide the group up into small groups of 4-5.

Ask each person in the group to introduce themselves, and list the 3 things that they would take on a ship if they were immigrating to the US and were allowed ONLY those three items.

After sufficient time for discussion, tell the group: “Unfortunately, the ship you are taking is the Titanic. It’s gonna sink in 20 minutes. You have to throw one away. Which one do you choose, and why

### **The 4 corners Game (Icebreaker)**

*Duration:* 15-20 minutes

*Context:* Large Group, particularly first-time with lots of new people

*Description:*

This game is a great get-to-know-you game that can be used at a first Large Group meeting. The primary purpose is to share things about yourself. The leader should stand in front of the group and tell people that they are to form groups of 4 ONLY, and that they need to do so quickly after a category is given. In each segment, the idea is for people to quickly find a group of 4 different people, based on a criteria (listed below), and share with others who have joined them in their group. Part of the fun is in the mass chaos that ensues right after the category is said, as people mingle and yell to find a group of exactly

4 people, one from each category. The game should have a bit of a “contest” feel to it, but the object is not so much to score points, but to meet people. I like to tell people to do it as fast as they can, and then point out who the first and second group to find someone from each category are. After several groups have formed, I ask people to share something related to the category (see below). (Of course, the numbers don’t always work out, so after there are several groups that are formed, you are likely to have too many from one category wandering about. If that is the case, just encourage them to split up and join other groups that are already formed...play it by ear a bit). You can make up additional interesting criteria based on common things that are fairly easily divisible into 4 categories. After about 5 minutes or so of sharing, the leader should ask everyone to stop, give the new category, and send people off to form different groups.

#### Sample Categories/Criteria:

1. Regions of the Country - (Roughly, the North, South, East, West. If people seem confused, you can say that Kansas City is the intersection point of the quadrants). If you have lots of Internationals, they can join whichever region of the country they most closely associate themselves (where they are going to school, where they have family, etc.), or they could be their own group, in which case the goal would be for each group to have 5 individuals, 1 from each region and 1 international.
  - Form groups of 4 with one person from each region.
  - Share one reason with each other why your region RULES
2. Birth dates (1 person from each quarter of the year - Jan to Mar, Apr to June, etc.)
  - Form groups of 4 with one person from each quarter
  - Share a favorite birthday memory
3. Number of siblings (0, 1-2, 3, 4 or more)
  - Groups of 4 with different categories
  - Share a favorite memory about a sibling and a most traumatic moment

### **USA Icebreaker**

*Duration:* 10-15 minutes

*Context:* Large Group Setting

*Description:*

This game is similar to the “4 corners” icebreaker. The leader asks people to divide into four groups, one in each corner, corresponding to the REGION of the country each person is from (or if they are international, which region they most closely associate with, i.e., have relatives, go to school in, etc.). There is no limit to the number of people in a group - everyone should go to one corner or the other. Ambiguous states need to choose (like, for example, is Michigan considered East, or North?) Once everyone is formed, ask the group to have a seat and discuss the following questions. Someone may want to

take mental notes, because, we will have the regional groups share with “the rest of the country.”

1. One kind of food that is representative of your region.
2. One kind of activity that characterizes your region
3. Reasons why your region rules? (is the best!) - try to sell your region to the rest of the country

After about 5 minutes or so, a representative from each region should share the group’s findings with the rest of the large group.