

Icebreakers

Acid River Activity

Tape off two lines about 10 feet apart. Tell the group that they must work together to get all the members of their team across the acid river using 5 lily pads that you give them. If a team member steps in the acid river, then you take something away from the team (that member can "lose" the ability to use that leg or you can take away a lily pad).

What is a Good Leader?

Divide the class into small groups and give each group a marker and a large sheet of paper. Have the groups brainstorm "what are the characteristics of a good leader" and write their responses on the paper. Post the papers around the room and give each student 3-5 stickers and have them put a sticker next to the 3-5 characteristics that they think they most strongly possess. You can then visually examine where the group as whole thinks its strengths and weaknesses are based on the characteristics that received the most and the least stickers.

Rain Storm

Have the class sit in a circle. One person begins by snapping their fingers. Then, one-by-one the rest of the circle follows suit. Once you've returned to the original snapper, the original snapper will change the sound to slapping knees (while the rest of the group continues to snap). The students change one-by-one to the slapping knees until it reaches the original person again. Then, that person switches to stomping feet and eventually the rest of the class follows suit, one-by-one.

Rock, Paper, Scissors Extreme

You play this game in the normal "paper, scissors, rock" fashion. Pair the participants off. Once the winner and the loser are established, the loser must follow the winner around for the rest of activity. The winner must find another winner to compete again, and re-evaluate the terms winner and loser. While the winner plays another winner, the loser must cheer the person on. Eventually, you are left with two people fighting with a large crowd of supporters behind them.

Question Beach Ball

Write several "get to know you" questions on a beach ball. Have the group sit in a circle and begin tossing the ball around the group. Once someone catches the ball, they must read and answer the question that their left or right thumb lands on. Upon reading and answering the questions, the person should toss the beach ball to another person.

Claim to Fame

Ask participants to decide what their claim to fame is. Then, have each one reveal their claim to fame to the group.

Picnic Game

Ask participants to decide what article/ food item they will be bringing on an imaginary picnic. Then, one-by-one the students will reveal that information. After the first person does so, the second person must remember what was previously spoken and then iterate their own response. You may break the cycle of memory off whenever you notice that students are getting frustrated with the memorization part.

Huggie Bear

The class stands in a line and one caller is chosen. The caller then shouts, "Huggie Bear Three." Three participants get together in a group and hug. The caller then changes the number of huggie bears. Callers can be switched from time to time at the facilitators' choosing.

Fake Introductions

Have students pair up with someone they do not know. Going on appearance alone, ask each student to make-up information about the other student to use in introducing them to the group. They should include guesses about their name, age, hometown, major, hobbies, and a random fact. Once each person is introduced with the "fake introduction", have each person introduce themselves to the group with their real information.