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idea guide Vol. 1

THE BEST ICEBREAKER IDEAS AND ACTIVITIES

*The best icebreaker activities -- playtested and handpicked by game experts.
Our complete collection from the www.icebreakers.ws website.*



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Catch the Ball Introductions Icebreaker

by Icebreaker - Monday, August 25, 2014

<http://www.icebreakers.ws/small-group/catch-ball-introductions-icebreaker.html>

Catch the Ball Introductions is a get-to-know-you icebreaker that is very simple yet effective. This activity works well for small and medium sized groups. The only material that is required to play is a small ball or other object that can safely be passed around the room. For example, we recommend a soft foam ball such as this one: [Nerf Mini Sports Pack](#)

Playing Catch the Ball Introductions

Give the first person the soft foam ball. Introduce the game and explain that the ball is the "share an interesting fact" ball. The first person must reveal something interesting about themselves (hopefully not too controversial!) and then throw the ball to the second person. The second person also reveals something about themselves and throws it on to the next person. In this way, the icebreaker is an effective way to get people to start talking and sharing about themselves.

Variations

There are several possible variations. Instead of sharing interesting facts, you can have players share stories, questions, memories, embarrassing moments, or something related to a theme. For example, if you are a teacher who is teaching a unit on American history, you can announce that the game is about sharing facts about a history lesson. Each person who receives the ball must say a fact about the topic that you have established.

Another way to play is to use a marker and write a number of good questions on the ball that players can choose from. For example, you can write the questions at [icebreaker questions](#).

Have fun!

Back to School Time! Classroom Icebreakers

by Icebreaker - Wednesday, August 20, 2014

<http://www.icebreakers.ws/blog/back-school-time-classroom-icebreakers.html>

It's back to school time! Are you a teacher or professor getting ready for the upcoming school year? Don't forget that classroom icebreakers are one of the best ways to get your students to open up and be more engaged. I've been teaching students of all ages for over a decade -- icebreakers can make a huge difference! This article will give you some of my favorite recommendations for classroom activities.

Beginning of the School Year? Consider an introduction game.

At the beginning of the school year, sometimes students are very shy and reluctant to speak up. Students may not know each other and may feel uncomfortable. Some icebreakers are especially good at getting people to know each other better through fun introduction activities. For example, the [Blanket Game](#) can get students to know each others' names and faces quickly. The famous [Two Truths and a Lie](#) can quickly get people to discover amazing things about each other. To build common ground, [Unique and Shared](#) can get students to discover what they have in common with others in the room.

Sometimes the simplest icebreakers can be elegant and quick-and-easy. [Candy Introductions](#) requires just a couple bags of candy to play. [Icebreaker Questions](#) can break the ice with some interesting questions to get students to go beyond the superficial. Once students start sharing about themselves in the classroom, it makes it much easier for them to feel comfortable participating in class activities.

Getting Students to Voice Their Opinions

One of our favorite games to get students to express where they stand on various issues is the [Extremes: Where Do You Stand?](#) game, making use of the classroom space itself in a visual way. [Four Corners](#) is another good game that takes advantage of the corners of the room.

Are you a classroom teacher? We'd love to hear from you what your favorite icebreakers. Which ones do you find to be most successful? Let us know!

Great Wind Blows

by Icebreaker - Wednesday, August 20, 2014

<http://www.icebreakers.ws/medium-group/great-wind-blows.html>

Great Wind Blows (also known as the Big Wind Blows) is a good icebreaker that involves a bit of movement, a bit similar to Musical Chairs. The game can help break the ice and help students get to know each other a bit better. You'll need several chairs (one fewer than the total number of players).

Setup for Great Wind Blows Game

Arrange all the chairs to form a circle (all chairs facing inward toward the middle). One player starts in the middle, standing up. He or she begins the round.

Playing Great Wind Blows

The game is simple to play; one person in the middle starts by saying "Great wind blows for everyone who..." and then says any characteristic that is true for that person. For example, if the person has been to Canada before, he or she can say, "Great wind blows for everyone who has been to Canada." All players who have been to Canada before must stand and quickly find a new seat that is more than 2 chairs away from them. If the player is not able to find a vacant seat, he or she is the new person who is in the middle.

Some ideas include:

- Great wind blows for everyone who has been to more than 3 countries before.
- Great wind blows for everyone who hates chocolate.
- Great wind blows for everyone who loves to wear boxers.
- Great wind blows for everyone who has gone more than 2 days without showering.
- Great wind blows for everyone who is addicted to video games.
- Great wind blows for everyone who loves sushi.

Be creative and have fun! Teachers, youth group leaders and camp counselors love this game because it gets people moving, helping to break the ice at the beginning of class or youth group, or at the start of camp. It's also a fun way to get to know interesting things about each other.

Strange Disease Diagnosis Game

by Icebreaker - Wednesday, August 20, 2014

<http://www.icebreakers.ws/small-group/strange-disease-diagnosis-game.html>

Uh oh, the patient is acting really strange! What illness does he or she have? The Strange Disease Diagnosis Game (which also goes by several other names, including the Mysterious Illness Game, Doctor Game, Psychiatrist Game, or Diagnosis Game) is a fun party game that involves some acting and guessing. It involves some improvisation and silliness. It works in different sized groups, although smaller groups of about 5-10 people is probably best.

Setup for the Strange Disease Diagnosis / Doctor Game / Psychiatrist Game

This is a relatively easy drama game which may be improvised or may involve some rehearsal or preparation if you so wish. The easiest way to play this game is to have one person playing the doctor and the other people play the patients. The doctor is asked to leave the room and the patients decide what disease, illness or syndrome they all have. For example, the patients comes up with a strange syndrome or disease that they all think they are chickens, that they are Sarah Palin, that they are secret agents, or so on.

Playing the Strange Disease Diagnosis / Doctor Game / Psychiatrist Game

The doctor must figure out what is wrong. He or she may ask any player a question, but everyone keeps track of the number of questions. After each question, the doctor can make a guess (diagnosis) of what he or she thinks is wrong.

Of course the patient cannot just say what their condition is; they need to give clues in their performance. A person who thinks they are a chicken will suddenly cluck without reason. If they think they're Sarah Palin they might try to get them to vote for them. If they think they are being spied on they may look under the table, and so on. A doctor needs to ask questions, but need to do so in the role of a doctor.

When the doctor has correctly guessed the name of the condition (or close enough) or alternatively has given up and the patient has revealed it the patient and the doctor should change places and it's the other person's turn to guess.

If you want to play it in teams of two, one team could be doctor and patient while the other team could try to guess the syndrome. Then the teams switch places.

Late Arrivals Game

by Icebreaker - Friday, August 15, 2014

<http://www.icebreakers.ws/medium-group/late-arrivals-game.html>

The Late Arrivals Game is an entertaining word/talking game. It is a parlor game that was featured on Radio 4's *I'm Sorry I Haven't A Clue* in the United Kingdom. Each player takes a turn as the toastmaster of a fancy ball, introducing the guests of the ball.

This game can serve as an icebreaker or party game. It can be silly and works best with people 16 and up. The game works best with groups of about 6-8 people. The game involves some creativity, so you may form pairs or groups of three as well.

Setup for Late Arrivals Game

First, the facilitator (host) of the game must decide what the late arrivals have in common -- in other words, what the theme of the ball is.

Ideas for a round could include:

- Late Arrivals at the Builders' Ball.
- Late Arrivals at the Cake Eaters' Ball.
- Late Arrivals at the Churchgoers' Ball.
- Late Arrivals at the Policeman's Ball.
- Late Arrivals at the Animal Ball.
- Late Arrivals at the Gardeners' Ball.
- Late Arrivals at the Undertakers' Ball.
- Late Arrivals at the Cheesemongers' Ball.
- Late Arrivals at the Dog Lovers' Ball.
- Late Arrivals at the Foodie's Ball.

Each player takes it in turn to be toastmaster announcing fictional people to the ball, all of which need to have something to do with the theme of the ball and hopefully be amusing.

Typically, each person will follow the model: "I'd like to introduce Mr. and Mrs. X and their son/daughter...[clever name]"

An example could be from the Animal Ball, "Mr and Mrs Raffe and their daughter Jay!" (sounds like Giraffe).

"Mr and Mrs Debeest and their son Will!" (Wildebeest)

"Mr and Mrs Raree and their daughter Saffy" (Safari)

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and so on.

At the hairdresser's ball, clever names might include something like the "The artist formerly known as Rinse."

There is not really any right or wrong answer for this game -- allow players to be funny and creative as they wish.

Because of the difficulty of coming up with answers off the cuff, it is probably better to have prior warning of this game, and maybe play in teams of about three or so. This should mean that at least you come with some ideas. Each team could have a different theme or ball.

Keep playing and take turns coming up with additional names until each group cannot come up any more.

The winner may be the one who continues when the other players/teams have given up or when the host or all players determine who was the funniest.

Assa Party Game

by Icebreaker - Wednesday, August 13, 2014

<http://www.icebreakers.ws/medium-group/assa-party-game.html>

Assa (or Asa) is a Korean rhythm game that follows a pattern of saying "Assa [insert name]" and going back and forth between people, calling their sign/name. There are many similar rhythm games that follow this kind of pattern as well.

Setup for the Assa Party Game

Everyone needs to prepare a two-syllable name (or something that can be said within two beats) and associated hand motion. For example, a person's call name could be "Su-per-man" or "Fly-ing Dra-gon" or just about anything, and their hand motion can be something that depicts their name (e.g. raising the right arm up like a flying superhero for Superman). Each person needs a unique name and hand motion.

Before beginning the game, have everyone demonstrate their name and hand motion for the other players to learn.

Playing Assa

Like many rhythm games, the game follows a 4-beat count (1, 2, 3, 4, 1, 2, 3, 4, etc.). On the 1 beat, everyone pats their legs, on the 2 beat, everyone claps their hands, on the 3 beat, everyone does a thumbs up with their left hand, and on the 4 beat, everyone does a thumbs up with their right hand. The speed of the count can gradually get faster during the game. One person (usually the loser of the previous round) begins the new round by setting the tempo (speed) of the 4-beat count. Players must first say and do their name and motion, and then "pass" the motion to another player by saying their name and doing their hand motion. This must be done correctly with perfect rhythm. This process continues until someone makes a mistake.

For example, let's say there are 5 players playing the game:

- Adam (who chooses the name "Flying Tiger" and a hand motion of a tiger paw clawing)
- Bob (who chooses the name "Awesome Dancer" and a hand motion of doing a simple disco dance move)
- Cathy (who chooses the name "I love pizza" and a hand motion of eating a pizza slice)
- David (who chooses the name "Elephant" and a hand motion of moving arms like an elephant trunk)
- Evette (who chooses the name "Crazy Ninja" and a hand motion of a ninja stance)

To begin, choose any player to start the round. Everyone does the four beat motion (pat, clap, thumb, thumb) together and says the word "Aaaa...ssa" each time. Bob begins the round by saying "Aaaa....ssa, Awe-some Dan-ger" (which fills up the four beat count). The next four beats, Bob says, "Aaaa...sa, [name of another player]." Thus, he can say, "Aaaa...sa, I-love-pizza." This passes the sign over to Cathy, who is "I-love-pizza."