

ICEBREAKERS ENCYCLOPEDIA

Name/Intro Games

Ball Toss: Group into a circle. Have everyone say his/her name. Then as someone throws a ball to someone he/she says that person's name. The receiver calls another person's name and throws the ball to him/her and so on.

Name Sign: Group into a circle. Each player makes a motion or physical sign to illustrate his name. As each player must demonstrate the signs and names of those before him and then his own. The last person demonstrates all the signs and names.

Peek-a-Boo: Group into two teams. Use a sheet, tarp, etc. to divide the groups. Facilitators hold the sheet up as one to three people come up to the sheet on each side. As the sheet is dropped the players must say the name of the person opposite them. Then a new group comes up to the sheet and so on.

Adjective Name Game: Everyone thinks of an adjective that describes them and starts with the first letter of their name (example: Terrific Tiffany). Everyone says the names and adjectives of those before them and then their own.

Getting to Know You Games

Barnyard Call: Group into two facing lines. The facilitator blinds all players and takes each line in opposite directions and disorients them. Pairs try to find each other using only their animal sounds.

Three Truths and One Lie: Everyone writes 4 different things about themselves down, 3 of which are true and 1 that is a lie. Players take turns presenting their 4 items while others guess which one is the lie.

Neighbors: Everyone circles up with a sheet of paper (home) under them. Facilitator starts in the middle of the circle and asks someone what he likes about his neighbor. The player picks a quality (hair color, sneakers, gender, etc.) and everyone (including that person) that has that quality must move to a new home. The new home cannot be directly beside the old one.

Celebrities: Facilitators put nametags of celebrities on every person's back. Players then move around the room asking other players questions to find out who they are.

Rumors: Get into a circle. Whisper a sentence into the ear of the person beside you. Continue around the circle. The last person says the sentence. See how different it is from the original.

Musical Chairs: Play music. Have enough chairs for everyone except one. Every time the music stops, people sit down. The one without a chair is out. Remove a chair before starting the music each time.

Rabbit, Elephant, Giraffe: Group into a circle. One person stands in the middle. That person will point to anyone in the circle and call out the name of one of the animals. The person pointed at must make a certain gesture according to what animal is called out. The two people on either side must also make a certain gesture according to the animal. Any of the three that do not correctly complete the gesture by a count of three trade places with the one in the middle.

RABBIT: The person in the middle makes bunny paws by holding his hands in front of him. The people on either side make ears by holding up one finger on each side of the middle person's head.

ELEPHANT: The person in the middle makes an elephant trunk with his arm. People on the sides make huge, round elephant ears with their arms.

GIRAFFE: The person in the middle stands up straight and puts arms straight up in the air. People on either side bend over and touch their toes.

You can also add others:

BEAR: The person in the middle puts his hand up as claws. The side people make his ears by cupping their hands.

FIRE HYDRANT: The person in the middle stand up straight, arms at his side. The side people lift their legs (to pee!).

DONKEY: Nobody moves. (This is called to confuse everyone!)

Autographs: Make up a sheet of different personal qualities (examples: I've lived in 4 states. I have a tattoo. I wear contacts, etc.). Everyone moves around the room getting signatures of people who have done those things. The first to get all the signatures wins.

Team Builders

Multiple Tag: One person starts and begins to tag. As you're tagged, you lock arms and form a blob/chain to try and tag the rest of the group.

Impulse: Divide into two facing lines (each holding hands). The facilitator holds the hands of the first person in each line. The facilitator sends an impulse (squeezes the hands) at the same time. The impulse moves down the lines. At the end of the line a ball is between the two teams. The first end person who grabs the ball wins a point for their team. Then the end person moves to the front of the line. The winner is the first team to get 10 wins.

Color, Car, Cartoon Character: Everyone describes themselves as a color, car, and/or cartoon character. Then, they must explain to everyone the reason for choosing that thing.

M&M Game: Pass around a bag of M&M's. Have everyone take one (don't eat them!). Then everyone tells something about himself or herself according to the color they chose.

Red: Something stupid you've done.

Brown: Something about your hometown.

Yellow: Something about your family.

Blue: A long-term goal.

Green: A special event in your life.

Orange: Why you chose Winthrop University.

Machine: Form two teams. Separate them. Each team creates a machine using nothing but themselves. Everyone must participate and no sounds! Give each group a few minutes to get it together. Then each group presents their machine while the other guesses.

Commercials: Divide into two or three groups (depending on size). Give each group a few minutes to prepare a commercial for your organization. Perform the commercials for each other. Props can be provided.

EXTREME TEAM BUILDING

Lifesaver Exchange: Get into a circle. Give everyone a toothpick to put in his or her mouth. Lifesavers must be passed around the circle using only toothpicks.

Have A Seat: Make a list of 30 or so things (about 20 more than the number of people). Have everyone sit in a chair in a circle. Read the items on the list one by one. For each thing on the list that a person has done, they move one seat to the right even if someone else is sitting there (they sit in that person's lap). The goal is to make it all the way around the circle and into your original seat. (Examples of activities for the list: You've had a pet ferret; You've been to summer camp; You play a musical instrument; etc.)

Bumper Tag: Arrange the group into a circle and pair up into 2's (there may be one group of three). Have the pairs lock arms. Facilitator and one volunteer start the game. The facilitator attempts to tag the volunteer while the volunteer tries to join a group and bump the person on the other end of the group off. If the facilitator tags the volunteer, then the volunteer is "it" and must tag whoever is not in a group. In summary, the odd man out tries to hook up without getting tagged. This is a fast paced game. You need lots of room and running shoes!

Human Knot: Get into a circle. Everyone reaches in and grabs someone else's right hand. Then do the same with the left hand (don't hold both hands of the same person). The object is to then make the knot into a circle without letting go of hands (difficult but possible).

Rope Trust: You'll need a circular rope, tied securely at one end. Everyone stands on the outside of the rope circle and holds on. Discuss why the activity will or will not work, and then convince the entire group to keep their feet planted, hold on with both hands, and lean back. There are many variations to this activity.

Trust Walk: Have the group form a line. Blindfold everyone. They should grab hands or shoulders. Have them walk around while encountering small hills, rocks, etc. This activity promotes communication.

Who's the Leader?: Get into a circle. One person leaves the room. A leader is appointed. All those in the circle immediately follow the leader's actions (jumping, clapping, swaying arms, etc.), but they shouldn't directly watch him. The player outside returns and tries to identify the leader. When the leader is discovered, he goes out and waits for a new leader to be chosen.