

ICEBREAKERS

People Scavenger Hunt

Good game for a large group. Divide the group into three or four teams, each section with a captain. The game leader calls out certain characteristics...blue eyes, likes to rollerblade, jogs daily, has red hair, is wearing a blue shirt, is wearing sandals, drives a car with over 100,000 miles etc .

The captain of each team must quickly try to bring someone with that characteristic up to the leader. First one to do so wins that round. Keep score and play to 5 or 10.

Variation: Everyone fitting the following characteristic must report to captain: Is wearing a wedding ring, wearing long pants, played two or more varsity sports in high school, weighs within 10 pounds of what they weighed in high school, has long hair, has taught at least 20 years, etc...

Body Parts

For this game you only need a boom box (sound system) and a fun, upbeat song.

Students pair up with one standing in a circle and the other standing next to their partner outside of the circle.

When the music starts, have the inner circle walk clockwise and the outer circle walk counter-clockwise. When the music stops the leader yells out two body parts (e.g. "Toe to Knee!" "Nose to elbow!" "Top of the head to the back of the knee!"). Partners scramble to get to each other and put those designated body parts together.

Count It Out

Gather youth into a tight circle of 5-10. (If you have more than ten you can make this a competition game with two or three circles participating at once.) While in the circle, everyone must look down at the ground and may not raise their head to make eye contact with others in their group. The goal of this team building and communication game is to count the numbers 1 to 15 in order, with each person in the group saying at least one number. The students are not allowed to count around the circle consecutively. If two people say the same number at the same time, they must start over again at one. This may sound very easy, but it is extremely hard in reality because you have taken away their ability to see non-verbal cues as to who is going to say the next number. It is a great game for student leadership. Try this first with eyes open for a practice round.

Sit Down If

Ask the entire group to stand. Tell them to sit down when the statement characterizes them. Once seated, they must remain seated.

Encourage them to be honest. If you have trouble because most are not sitting down, give them general characteristics ("Sit down if you are under 15, if you have on white socks, if you are in love," etc.).

Sit Down Mixer Number 1

Sit down if:

You workout every day

You have worn the same socks two days in a row.

You sing in the shower.

You have never stolen a hotel towel

You drive a Volkswagon.

You didn't shave today

You love your job

On your first date you shared expenses.

Your socks don't match.

You wear pajamas.

You are good-looking but not conceited.

You have eaten snails.

Your husband or wife picks out your cloths

You have never lied to your mother.

You have a hole in your sock.

You got a traffic ticket within the last two months

Clap

This game is a variation of the old faithful "Hot/Cold" game. One person is chosen to be "it" and asked to leave the room so they can't hear or see what is going on in the room. Take about 1 minute and pick an action as a group for "it" to do when he/she returns. (A Jumping Jack, Touch B-Ball net, High Five someone)

When "it" is given the signal to come back in the room he/she has to guess what he/she is supposed to do by walking around, touching things in the room or performing random actions. The group will clap louder and faster the closer "it" gets to completing the task.

Remember there is no talking or other clues, but there will be a considerable amount of laughter, and you will be shocked at the detailed and complicated things you can get a person to do simply by clapping.