

ICEBREAKERS, GAMES, and INITIATIVES for GROUPS

from Tim Pearson's Bag o' Tricks, The Cooperative Sports and Games Book, Playfair, silver Bullets, The New Games Book, Stanford Student / Alumni Network, and other sources of knowledge, fun and insight

GREAT BEGINNINGS

A Great Pair

This game is where a slip of paper with the name of a "famous" person is delivered to each person in the group. After all the slips of paper have been distributed, the task of the participants is to find their "partner."

Breakin' Down the Group

Ask the group to think of a number between 1 and 10. Ask the people whose number is even to get onto one side and the odds to get onto the other. Have the group form a circle. Split the circle in half by arbitrarily dividing the circle along the diameter. Try to get an equal number of people in each group. Have those groups form a circle. Divide these two circles by the same method to get four, approximately equal groups. (the only reason for going through the 1-10 portion is to get pairs and small groups of people who tend to "stick together" no matter what. We want to show these people it is really great to get to know other folks. Also, use association's to break up the group and form smaller groups or dyads.

LEARNING GAMES

Student Alumni Connection Bingo

Each member of SAC receives a "Bingo Card." The blocks are filled with information about the people attending the meeting. Members walk around the room and interview the other members trying to find someone to sign one of the boxes containing information pertaining to the person. No name may be used more than twice. Bingo may be vertical, diagonal, or horizontal. Prizes are awarded to the winners of Bingo. See example provided at end of this section.

Name Bingo

This is a take off on Student Alumni Connection Bingo. The Bingo card is blank. Members get the other members to sign their squares. Everyone must fill their cards with names. The first person to fill all of the squares with the necessary information is declared the winner. Prizes are awarded. The winners card is then read by the leader and "verified." The leader then calls out names of all the people in the group. As his/her name is called, the person must stand and give the answers to the questions asked: Name, year, major, hometown, living group arrangement etc. Further, the leader has compiled a list of appropriately funny questions to ask each person. This is an easy way to allow the group members to introduce themselves to each other individually and to the group.

Name Game

Break the group into several smaller groups (use another game to achieve this), so each group has about six to eight people. Designate one of the members in each group to start the activity by stating their name with an adjective beginning with the first letter of his/her first name. For example, "Hi my name is Terrific Tim." The next person then says, "That is 'Terrific Tim' and I am ____." repeat this process until each person is introduced. Keeping the groups small will ease the anxiety about learning names. When a group feels comfortable with the names of its members, it can join with another group and go through the same or similar process to learn even more names.

Name Arrange

Now that everyone has been introduced, arrange yourselves alphabetically by your first name, WITHOUT TALKING! When you are done, or think you are done, check your group by calling out your names. Give a big cheer when your done! This is also an example of a Quick Line Up.

Name Arrange, Two

Now arrange yourselves alphabetically by last name, WITHOUT TALKING! Check your group and when you're done give a cheer!

Birthday Party

Select one person from the group and ask him/her the date of his/her birth. Then declare the current date as that person's BIRTHDAY. Announce to the group that today is (insert person's name here) birthday. This way the whole group knows the birthday boy/girl's name. Explain to the birthday boy/girl (man/woman, male/female, person) that all of these people have been invited to his/her party, but they don't know each other. As a concerned host/hostess, s/he must go around and introduce the attendees to each other. However, s/he only has three minutes (time may change as size of group increases). The host/hostess needs to ensure the guests exchange names, shake hands and greet each other warmly. The birthday person may start off with a person s/he already knows or introduce him/herself to a person s/he doesn't know and begin from there.

Name Train

Players stand in a circle, facing in, and one volunteers to be the locomotive. Let's say Jen volunteers to be the locomotive. The locomotive chugs around the inside of the circle a bit before stopping to exchange introductions with one of the player in the circle. "Hi, I'm Jen. What's your name?" "My name is Tim." Jen then repeats Tim's name three times, "Tim, Tim, Tim" while doing some semaphoric cheer. (Semaphore is a system of signaling with flags to communicate a message. Since we have no flags, just moving one's arms and legs in some movement with achieve the desired effect). After this little cheer is done, Jen turns her back to Tim and Tim grasps Jen hips. Jen, is now the engine and Tim is the caboose. The little train chugs around the circle and stops at another person. When reaching another person, the engine asks for the person's name. Both engine and caboose go through the three cheers of the new person's name along with their individual semaphoric body movements. The new person becomes the engine while Jen becomes one of the cars and Tim remains the caboose. When starting this game, start off with an "engine" who is not too self-conscious about yelling and cheering in front of the group. Additionally, the next person selected, the caboose, should be someone who is not self conscious about always bringing up the rear. Actually, the caboose can add a great deal of humor and fun to this activity by "hamming it up" as the train travels around the circle.

Name Toss (Name Juggling)

Use soft, 'hand-sized' juggling instruments (no knives or combustibles, please) as your main medium for this activity. Yarn balls, rubber chickens, soft Frisbees, fox tails (tennis balls stuffed into a sock) work very well. Arrange the group into a circle. For large groups, break them down into smaller groups of six to ten people. Start off with one person holding a "ball." This person tosses the ball--underhanded only, please, to another person in the group. This person catches the ball and tosses to another. This progresses until each person has caught the ball. The last person to catch the ball tosses it back to the person who tossed first. The next round of tossing is accompanied by the names of the people in the group. The tosser calls out his or her name and asks the person to whom s/he first passed the ball his/her name. The second person replies and the first tosses the ball. The second person, now with the ball, asks for the name of the person to whom s/he tossed the ball in the first go-round. This continues until all names are

called out and the person who started this whole thing once again has the ball. The third session begins exactly like the second, except the tosser just calls out the name of the person who catches the ball. The pattern of tossing is the same, but after the second person has called the name and tossed the ball to the third person, the first person calls out the name of the second person and tosses him/her another ball. Keep adding balls until the air is filled with the names of everyone in the group and the collisions of numerous air-borne objects. Follow that one?

BEYOND NAME GAMES

Incorporations

This is a game about forming and reforming groups as quickly as possible. The leader will direct the group to form smaller groups, based upon some criteria verbalized to the group, at a signal. The goal is to get as many people to introduce themselves to as many other people as possible. It is not designed to see how fast or successfully the group can accomplish the leader's directive. The leader needs to give the group enough time to incorporate and then introduce themselves to one another if the incorporation calls for it. It is important to keep the pace of the game rather fast. Example incorporations:

1. Get into a group of three and introduce yourself;
2. Get into a different group of five people and introduce yourself;
3. Get into a group of people who have shirts that are the "same" color and introduce yourself;
4. Get into a group of people who have the "same" or similar major and introduce yourself;
5. Get into a group of people whose names have the same vowel come first in their first name and share your first names;
6. Get into a group of people who were born in the same season (fall, winter, spring, summer);
7. In your season group, arrange yourselves by birth date (month and day)
8. Think of the last digit of your telephone number and get with every person who has the same last digit;
9. Get into a group of ten and sing the WAZZU fight song;
10. Get together with the entire group, link pinkie fingers, and when the whole group is together, shout "that's another Cougar first down!"
11. Get into a group whose home town is west of the cascades and a group whose home town is east of the cascades. Wave to the other group over the mountains. Yell out a cheer for your side of the state.
12. Find another person who drove about the same amount of time to get to Pullman.

Human Treasure Hunt:

Everyone has been on some form of treasure hunt, right? So, on this treasure hunt we're going to search for things we have within us and not necessarily on us. Our goal is to meet as many people as you can and find the similarities between each of you. If you don't know the person(s), be sure to introduce yourself to them. Ready?

1. Find another person who has the "same" shoe size as you;
2. Find two people who had a test last week... tell each other what class... Or find a person who didn't have a test but another "class assignment" due last week;
3. Find three people who are in the same class standing as you;
4. Find three people who live in a different type of living group than you (Residence Hall, Off-campus, Greek);
5. Find four other people who've attended a WSU athletic event; Tell each other why you enjoy attending these events;
6. Find three other people who enjoy the same type of music;

7. Find two other people who drink at least one cup of coffee each day and tell each other your favorite thing about coffee; or Find two other people who don't drink coffee on a regular basis, Tell each other why you don't like coffee (or how you avoided becoming a caffeine addict);
8. Find another person whom you have not met and introduce yourselves to one another.
9. Find a person who likes to or does not like to wear baseball hats.
10. Find a group of people who enjoy the same recreational activities (biking, swimming, watching tv, reading, playing music, etc.);

Shoe Game

Everyone takes off their left shoe and throws it into a pile in the middle of the circle. Mix the shoe pile for a few moments. Everyone must then select a shoe, other than their own, and find the owner. They then exchange information about themselves, such as, name, home town, living group, major, reason for joining SAC, what they hope to get out of being a member of SAC, an embarrassing moment in his/her life, a moment for which they are proud, etc.

Mingling Scrabble

Each person is given a card with a letter of the alphabet printed on the card. Tell the group their task is to arrange themselves in to create words and use every letter in the group. The group can come up with many words or just a few longer words, but every letter must be used. After arranging themselves into these words, the individuals then introduce him/herself to the other people in the group. The individual's then exchange thoughts about his/her favorite recreational activity, magazines s/he reads, etc. The group can then be directed to make new words and find new people. Be sure to include a proportionate number of vowels to the consonants. Also, go easy on the X's, Q's and Z's.

Quote Quest

On the other side of the cards with letters write one or two words of a famous quote. The quote may have some significance to the group's purpose. Avoid selecting an "esoteric" or difficult quote. Also, arrange the words on the cards so each word of the quote is represented. This will result in some cards only having one word and other may have multiple words. Be sure to include all capitalization and punctuation. This will assist the group in constructing the sentence. Have the group arrange themselves in order to make a quote that makes sense. Once they have arranged themselves, have the group "read" the quote by each person speaking the word(s) in succession. This will serve as an accuracy check for the group and give each person a chance to speak in front of the group. The leader can choose to provide hints or not. By not offering hints and looking upon this exercise as an initiative, the leader(s) will receive some insights about the dynamics of the group (who are the people who exert some leadership, whose involved and who is not, how well are people communicating, how "at-ease" do people feel, etc.

Hum Singer

Each person receives an index card with the title of a well known song printed on it. You may want to use both sides of the card for two rounds of this game, but be sure to delineate the sides so on each round every one is on the same page. Everyone begins to hum or sing the tune of the song found on his/her card. The goal is for each person to find the other person(s) who are humming/singing the same song. Once the group is formed, students may exchange information about themselves.

Concentric Circles

Have the group divide itself into two equal halves. One half will form a circle with each person facing in towards the center of the circle. The other group forms a circle inside the first and each person here faces out and lines up with one member of the outer circle. The group is instructed to move, the outer circle clockwise and the inner counter-clock-wise, while the music is playing. When the music stops, the groups stop moving. The individuals from each circle

who are lined-up directly across from each other then exchange information. The music begins after a few moments and the process is repeated.

What's My Flavor

Student's, when in small groups, disclose their favorite ice cream flavor and the reasons for the flavor being his/her favorite. This may reveal something about that person and act as a means to further conversation. What do you say to those folks who like Rocky Road, eh? Either they are really devout in faith or enjoy four-by country!?!

Spool of Thread

Pass around a spool of thread and instruct each person to tear off a piece. Don't tell them why or how much to pull off. Each person then wraps the thread around his/her index finger. Everyone takes turns telling something about her/himself for each wrap of thread.

M & M's

Pass a bowl full of M & M's around the room. Instruct the group to take some of the chocolate treats, but don't eat them. Once everyone has selected the delicious candies, tell the group that they will disclose one piece of information about themselves for each M & M they took from the bowl. You can do the same thing with rolls of toilet paper.

Information List

At some point during one of the first meetings, have each group member fill-out a questionnaire sheet. the sheet will have questions like: If you were a shoe, what would it be and why?; What is your most embarrassing moment?; What is your favorite college memory, to date?; What is the least favorite food you experienced while at college? Without telling names, tell us a funny story about one of your roommates; If you could only watch one television show for the rest of your life, which one would it be and the reason(s) for your selection. If you could have dinner with one person, living or from history, who would that person be and what are your reasons for selecting him/her? These and other questions are answered and collected. A committee, like the membership committee, cuts the questionnaires and organizes the responses from the group by each question. At different meetings, a question is selected and brought out to the group at the beginning of the meeting (or at some other point) and the slips passed out. Each person with a slip must find the individual who wrote it, only if that person is present of course. This causes a nice mixing of the group and allows for a humorous re-introduction of the group members to one another. Later in the meeting, have people disclose their response to the group. This can provide for an energizing break to a meeting.

WARM FUZZIES or FUZZ WARMIES

Spider Web

The group forms a circle. One person has a skein of yarn. S/he tells why s/he enjoys the group and tosses the skein to another person. This person states why s/he enjoys the group and tosses the skein to another person. This continues until everyone in the group has caught the skein. The web formed between all of the members illustrates the individuality of the group and the ties that bind them into a group.

Standing "O"

Throughout the day, give a standing ovation to different members of the group. For example, winners of earlier icebreaker games. This person stands and everyone else stands to applaud and cheer that person's accomplishments.

Group Hug

A great activity for the end of an event. Get everyone in a circle and let them know it is time for a group hug. People join arms around shoulders and hips and “hug” the group down towards the center of the group.

Hug Thy Neighbor

The leader tells the group to hug the person to his/her left or right or both. This may be a better activity for a group that has bonded. People may be a little reluctant to this activity in a newly formed group.

Group Massage

The group forms a circle at the end of the day when everyone is tired. The members in the circle all face one way (either left or right) so that each is looking at the back of the person “in front” of him/her. Everyone then massages the shoulders of the person in front of him/her. Talking is encouraged. To ensure that everyone gets the type of massage they receive, have the group members turn 180 degrees and give a massage to the person who first gave the massage.

TEAM BUILDERS

Pass the Key, Please

Divide the group into two equally numbered teams. Arrange the teams so they face one another. Team members then join hands. This leaves two “free” hands on each team (the two people at the ends of each line). Give a single key to one of the “end” people on each team. The task is to pass the key from one end to the other without unclasp the hands of the team. The key cannot be passed or kicked along the ground. If the key drops, it must be picked up while all hands remain clasped.

Knots

Divide the group into smaller groups of eight to ten people. Players stand in a circle and place their hands into the center of the circle. Join hands with two different people, neither of whom are standing next to you. A human knot is born! The goal is to untie the knot without letting go of hands. Be sure to be respectful of your neighbors! What you do may not be the best for them, so check it out before you work it out.

Stand Up

Try this one in pairs first, then groups of three, then fours and work up to the entire group. Sit on the ground, back-to-back, knees bent and elbows locked. Try to stand up without falling down. For the large group, sit as tightly packed as possible and work in unison!

Lap Sit

Players stand shoulder to shoulder and form a circle. Players are all facing in towards the center of the circle. All players then turn left (or right) and face the back of the person in front of him/her. Tighten the circle and round out any corners. Place your hands on the hips of the person in front of you. As the leader counts to three, carefully guide that person's bottom onto your lap. This game requires a great deal of trust and communication. Perhaps best left for the end of the day after folks have developed a great deal of name recognition and established a working rapport.

Yurt Circle

Players stand in a circle, facing in, holding hands, and shoulder-to-shoulder. Starting with one player, have the group count off by two's (1,2,1,2,1,2 etc.). Be sure that no 1's or 2's are standing next to one another. Each player places his/her feet closely together. On the count of three (or Ice Cream... chopped nuts, chocolate syrup, ice cream) the 1's lean forward and the 2's back. The group is supported by the “cantilever” action of the opposing forces between the 1's

and 2's. Players need to keep their arms and legs straight. Don't let go of hands. At first, only lean a little and increase the angle of the lean with each "creation" of the yurt circle. On the next count of three or rutabagas (carrots, potatoes, rutabagas) the 1's lean backward and the 2's lean forward. Go slowly and mirror your two neighbors movements. This will allow for maximum support offered to each person. It is really a cool feeling to create and change the yurt circle.

Skin the Snake

Players divide into teams of up to twenty-five members each. The teams line up single-file. Each player reaches back between his/her legs and grasps the extended hand of the person behind him/her. This chaining continues down the line. Only the first and last person in the line will have a free hand. At the signal (a count of three or something) the last person in the line will lay down on his/her back; the person just in front of the last person will back up by straddling and "walking" (more like a shuffle) over this person's body and lies down on his/her back. The feet of this person will be next to the shoulders of the person laying down. This goes on while the entire team is still holding hands. When the last person has laid down and touched his/her head to the group, s/he gets up and "walks" forward and "pulls" the other members up. This is skinning the snake. The first team up without unclasping hands is the winner. Before the game starts, define what will happen if a team unclasps hands.

Wind in the Willows

This is a high trust activity and should be presented as an activity only after the group is sufficiently versed in spotting techniques. A group of six to eight people form a tight circle standing shoulder to shoulder. One member enters the center of the circle. This person, with hands clasped in the "ZOOM" position (arms extended and cross at the elbow, rotate hands so palms face each other, touch palms, intermesh fingers, rotate hands down and up so hands are against the chest), keeps his/her body straight and taut. S/he then leans forward allowing the members of the circle to gently break his/her fall and pass them around the circle. Please seek an informed Experiential Education Instructor for assistance with this event. If a person is allowed to fall or if members of the circle are not properly trained in spotting techniques, then physical or emotional injury may occur.

Trust Walk

This is another high trust activity. The players form a line and hold hands. Everyone in the group closes his/her eyes except for the first and last person in line. It is the job of these people to keep the entire group "safe" while on the walk. The leader takes the group on a walk, a very slow walk, and the leader's instruction must be passed down the line. The last person assists the leader by calling out feedback as to what is happening at the end of the line. This activity can be done with dyads where one person acts as the leader and the other the follower with his/her eyes closed. After a time, they two people switch roles. This can be a powerful activity for a group learning about leading and following roles in a group. Just because a person is a follower does not mean s/he is passive and "blindly" follows all of the leader's instructions. Rather, followers have the duty to take care of themselves and those around them. This point is illustrated by the communication of the person's needs (I need to slow down... We are in a rough spot, please stop... There is a rock right here, step over it and you are clear... There is a tree to your right, so stay on the "feel" for roots, etc.). Before initiating this activity, let everyone in the group that if they are uncomfortable with the activity that it is all right to opt out. This is especially true for folks dealing with trust issues or people who have experienced some physical injury and who want to protect it.

ENTERTAINMENT

Symbol Cheers

Everyone receives a card with the name of one of WSU's student groups (ASWSU, RHA, IFC, PIBK) written on it. They must find the other people in the group with the same symbol on their card. This new group then must make up and perform a cheer about that group.

Theater Sports

This is a great way to break down inhibitions without any chemical substances... only pure fun. Theater Sports is actually a title for a variety of games, group activities, mimes, and old fashioned silliness. A concept common to just about all theater sports is "FREEZE." Freeze is called out by a member of the audience who wants to stop the action s/he can take the place of a person acting in the "scene." Explain this to the group and encourage them to employ a freeze when they have a great idea, someone has been "on" for awhile, or the energy of the scene begins to wain. Unless one of the participants is training for the professional stage, a person will appreciate a freeze. It is sort of like "tagging" in professional wrestling. It gives another person the opportunity to make a complete fool of him/herself and have a great time doing it. Examples of theater sports...

Human Machine: One person comes in front of the group and performs some type of mechanical "operation" or movement. Included sound effects with the movement. The "operation" needs to have some type of beginning and end to the movement. The end of the "operation" allows for the next person to come up and perform another "operation" that feeds off of the first operations end movement, but is different in its nature. This allows for a third person to add onto the machine. Let people add on at their leisure and without directing. This spontaneous creation is really a marvel to watch grow. Video tape the process for great view fun later. However, there can be great benefit to show this tape when the group is facing a "creative crisis." It can help them to remember the energy and team-work of an earlier time.

Emotional Chores: Out of the group, two people select themselves as the players. These two leave the room or the immediate vicinity of the group. The group then selects three chore for the two "performers" to act out. But they also come up with a list of three emotions. The performers are called back to the group and told they will be acting out some different household chores before the group. Have one person call out one of the chores and allow the two to begin acting out the chore. After a couple of moments, have another person call out one of the emotions. Watch with great hilarity as the two performers act out common chores with a twist. Examples of chores: dishwashing, clothes washing, washing windows, doggie doo-doo scooping, hanging a picture, taking out the trash, painting a wall, scrubbing the tub or toilet, sewing clothes, dusting, putting the groceries away, vacuuming, making the bed, moving furniture, sweeping the stairs or floor, raking the leaves, and others. Types of emotions you can match with these chores are: happiness, sadness, remorse, guilt, melancholy, apathy, love, distain, loathing, joy, excitement, lustful, disgust, jovial, sympathy, mourning, and others. NOTE: when pairing the chore and emotion, seek to achieve the greatest possible contrast. An example of this would be do direct a person to act out the task of scooping doggie doo with exaltation. It is the contrast that will provide the greatest humor to this activity.

Poetry Interpretation: The scene is a coffee house in Seattle's Pioneer Square. A full house is drinking coffee and listening to various folks recite poetry. With the scene set, select four "volunteers" to participate in this activity. One will become the poet, one the interpreter and the other two (don't tell them yet) will become interpretive dancers. Inform the poet, away from the interpreter, that s/he will recite poetry for the group. However, the poet is from the land of Gibberish and, therefore, needs an interpreter to translate the poetry into English. The poet begins to recite his/her poetry to the group. (Make sure it is total gibberish). After a bit, stop the poetry, apologize to the group for the lack of an interpreter. Bring out the interpreter and inform him/her that his/her task is to translate the poetry into English. Allow for the

individual's reaction to take effect on the group. Smooth, cajole, beg with the person to interpret the poetry. Once the interpreter has performed this task for a short time, bring out the other two folks and, as you introduce them to the audience, inform all that they will perform as interpretive dancers. These two folks will convey the message and emotions through dance and movement. Allow time for the reactions. Once the dancers, interpreter, and poet have worked awhile, allow others to freeze them out and take the place of one of these individuals.

What Am I Doing: Four people volunteer to begin this activity. One of these four selects him/herself to leave the group (basically be 'it') so the group can plot in secret. The remaining three people come up with three different situations (the more contrast the better) they will act out in an attempt to get the fourth person to accurately describe or guess the situation or event. Examples of this might include, heart surgery, shaving a poodle, driving a race car, moving a piano, a tug-o-war match, pillow fight, pulling a tooth, having a baby, climbing a mountain, harvesting fruit, delivering the newspaper, blowing glass, making sausages, attending a funeral et.al. The selected situation is communicated to the group and the group will act as referees. Remind the group about 'the family' hour guidelines as far as taste and decorum are concerned. The group spends a few moments figuring out how they will include the fourth person into the action in such a manner that allows the person the chance to figure out what s/he is doing. The group may "mime" actions and make sound effects. Absolutely no words or helpful hints, like head nods or swivels, thumbs up or down! Player's receive their direction for the volume of applause, cheers, and general shouts of encouragement from the audience. The fun comes from the player's attempt to discover by calling out descriptions of what s/he is doing while trying to interpret the "loudness" of the audience's applause.

AD AGENCY: Not really a Theater Sports activity, AD AGENCY is a good follow-up to theater sports activities because people are in a creative mood.. Also, the group has broken down some of the walls to interaction and have already begun to work with one another, adapting to situations, working to achieve a common task. The goals of ad agency are to foster and channel creative thinking and expression, provide the group with an tangible problem solving situation, give them exposure to and experience with identifying the audience. Break the group up into smaller groups of six to eight people. Provide each group access to a variety of supplies and props (markers , paper, scissors, tape, hats, old (clean) socks, chairs, boxes and other odds and ends. Tell each group they represent teams from a top-notch advertising firm. Their task is to develop a 60 second Public Service Announcement. Their client is Washington State University. Give each group a card with information specific to the type of message, audience and any other information pertinent to the task. An example: Increase awareness of student population at WSU as to the role and activities of the Student Alumni Connection; The PSA's will air on local television stations; They must meet FCC guidelines and positively reflect the WSU community; the entire team must be involved in development and production of the PSA. Another example might be: Client is SAC and the group wants to attract people to the Homecoming Bon Fire / Pep Rally / Fireworks Display; Develop an advertising plan; identify intended audience for each aspect of advertising plan; identify resources available to implement advertising plan; create and perform one of the ideas for a 60 second radio PSA spot. Another example: The client is the Alumni Relations Office and this office wants to advertise the new Student Alumni Membership Program. The intended audience is all undergraduate students, but a special emphasis is desired for the Junior and Senior classes.

Give each group just enough information to get them started, but not so much information as to direct them or "give them the answer" to the problem. Give each group about 15 minutes to come up with as much for their plan, skit, PSA, or other results. Have each group then "act-out" their PSA. Let them have fun with this and try not to let communicating the results into "reporting" their findings. It would be great to video tape the PSA's.

Five Changes

Have players pair-up. Once they've found a partner, have them sit or stand back-to-back. While back-to-back, have each person change five things (things they can change) about their appearance. After the changes are made, have the players turn around and each try to identify the changes made by their partner. Do this one more time and see if you can identify those changes.

I Love Ya Honey, But I Just Can't Smile

All the players are seated in a circle. One person starts off as the person in the center. The center person approaches one of the people in the circle and says, "I love you honey, but I just can't make you smile." The object is to say it in such a way that the person will smile or laugh. If the person smiles or laughs, then, s/he become the person in the center. In order to help people feel comfortable with this activity, please no overtly sexual or demeaning actions or remarks. Use your other skills to make this person to laugh or smile.

Secret Celebrity

The leader pins the name of a famous celebrity on the back of each person. Each person must then solicit information from the other members of the group in order to name the celebrity. A good activity for times when people are waiting in line.

Advertisements

Same concept as celebrity, except a variety of advertisements are used instead of celebrity's names. This is a good one to highlight some very stupid advertisements, but it might be a good idea to avoid too many alcohol advertisements (usually full of sensitive or insensitive pictures and we don't want to appear like we are condoning alcohol use).

Symbol Cheers

Everyone receives a card with the name of a WSU club, group or a representation of a campus landmark. Have several cards with the same name/landmark on it. Have the group members find each other and form a group. Their task is to make up a song or a cheer for that group or landmark. Each group gets five minutes to make up their song or cheer and then a couple of minutes to perform it before the entire group. Examples: College of Science; Bryan Tower; Lewis Alumni Centre; Ferdinands; Golf Course; ASWSU; IFC; IEEE; Crimson Company; and many others.

Balloon Game

The entire group makes a huge circle and puts their arms around their neighbor's shoulders. As the music plays, they pass balloons around the circle using their legs. Start with three or four balloons. When the music stops, the person holding the balloon is eliminated from the group. As the group gets smaller, take balloons away. Eventually there will be two people left and only one balloon.

Electricity

Players stand in a circle and face in towards the center. One player begins the game by doing an action and "sending it" around the circle. After each person in the circle has done the action, the next person send another action around. You can send two different actions the opposite way!

Drawing On Your Mind's Eye

Everyone sits on the floor with a blank sheet of paper. The leader tells them to close their eyes and dictates to them a picture which they are to draw with their eyes closed. The masterpieces can be displayed for the remainder of the day.

Quick Line Up

The leader calls out a variety of commands to the group and they line up according to the command as quickly as possible. Examples: Line up according to age; height; year in school; alphabetical by first name; alphabetically by last name;

side side

You / Just / Me

HO

BAN ANA

Noon Lazy

ECNALG

HIJKLMNO

IECEXCEPT

BJAOCKX

PAS

ONE
ONE

_____IT

LAL

WHEATHER

TIMING TIM ING

T I M E
ABDE

ED
+ ED

MCE
MCE
MCE

ME NT

Meaning Meaning

NAFISH NAFISH

HE'S/HIMSELF

THHAENRGE

ME QUIT

✠ ✠

Copi Coppy Copy!

(HEAD)1/4s

lean
revo

XQQQME

Σer school

side side

You / Just / Me

HO

side by side

BAN ANA

banana split

HIJKLMNO

Water (h to o)

PAS

Incomplete pass

LAL

all mixed up

T I M E

ABDE

long time, no see

ME NT

apartment

HE'S/HIMSELF

He is beside himself

✠ ✠

double cross

lean

revo

lean over backwards

just between you and me

Noon Lazy

Lazy afternoon

IECEXCEPT

I before E except after C

ONE

ONE

one on one

WHEATHER

A bad spell of weather

ED

+ ED

added

Meaning Meaning

double meaning

THHAENRGE

hang in there

Copi Coppy Copy!

copyright

XQQQME

excuse me

half an hour

ECNALG

backward glance

BJAOCKX

Jack in the box

IT

blanket

TIMING TIM ING

Split second timing

MCE

MCE

MCE

Mice without eyes (three blind mice)

NAFISH NAFISH

2 na fish (tuna fish)

ME QUIT

quit following me

(HEAD)1/4s

headquarters

Σer school

summer school (sum er school)

DEAL

gesg

Your PaAnNtTsS

surrounded nmes
nmes
nmes
nmes
nmes

NiRENDEVOUSght

COLOWME

PERFORMANCE

“

“

It's a ALL world

PROMISES

head
lheoevlse

CLOSE
CLOSE
CLOSE
CLOSE

on
Thought thought

KNEE
LIGHT

iii iii
O O

DEAL

Big Deal

gesg
scrambled eggs

Your PaAnNtTsS
ants in your pants

surrounded nmes
nmes
nmes
nmes
nmes

surrounded by enemies
NiRENDEVOUSght
mid-night rendezvous

COLOWME
Low Income

PERFORMANCE
“
“
Repeat Performance

It's a ALL world
It's a small world after all

PROMISES

broken promises

head

ltheoevlse

head over heels in love

CLOSE

CLOSE

CLOSE

CLOSE

foreclose

on

Thought -- thought

on second thought

KNEE

LIGHT

neon light

iii iii

O O

circles under the eyes

Student Alumni	Connec- tion					
		B	I	N	G	O
I live in Oregon	I have Green Eyes	Hotel and Rest. Mgt. is my field	A relative of mine was a SAC member	You would call me the “life of the party!”	I know 1994’s Apple Cup Score	Physical Therapy is my major
I grew-up on a farm	Biology is my academic focus	I own a computer	I live in WSU Apartments	I am studying Advertising or Marketing	I don’t know what WWW is, or does!	I don’t own a car
I live Off Campus	I drink only diet soda pop!	My hometown is Kirkland	Politically, I lean to the right	I don’t have a major	I’m on a Intramural team	I live in a Soroity
I have an On-campus Job	Psychology is my major	Mornings are my best time	FREE SPACE	One of my parents is a WSU Alum	I spent my summer in Pullman	I must have my COFFEE!
I know the name of WSU’s Alma Mater	I am a Comm. Major	My parent’s live in Spokane	I am a Bus. Econ, or Accounting major	I live in a WSU Residence Hall	“Politics? We don’t need no stinkin’ politics!”	My major is some type of Engineering
I’m majoring in Education	I have driven the N. Cascades Highway	I have an aquarium in my room	I worked at Nordstrom over the summer	The “Night Owl,” that’s me	I love a good aerobic work-out	I received a scholarship to attend WSU
I am pretty much a couch-potato	I know all the words to the WSU Fight song	I live in a Fraternity	I will have the title Dr. one day	I attended a “A” High School	Washington is not my home state	My home town is in SW Washington

EXAMPLE OF SEQUENCING ICE BREAKERS.

- I. Welcome
 - A. Introduce Leaders
 - B. Give short overview of the session
 - C. Options to opt out: take care of yourself; participate any way you can; offer support and suggestions if not involved in a physical activity.

- II. Member BINGO