

Icebreakers/Games...
for getting to know people/getting them moving/having fun...



Name of Activity	Details	Involves
	 Without speaking, people need to 	Non-Verbal
Birthday Line-Up	arrange themselves into a line -	Communication.
	according to their Birth Months/Dates.	
	 Throw a ball (or similar) around the 	Revision of topics
Throw object around	group. When they receive the ball, they	Movement/catching
group	have to say the first word that comes to	
	their mind about your particular topic.	Han of Laft C Di Li II
• Cross Crawls / Left &	 Discuss Left Brain (Numbers, Logic, etc) and Right Brain (Creativity, etc.) that they 	 Use of Left & Right sides of the brain and body
Right brain	control the other sides of our body.	• Improves
	We are going to fire up/utilise both sides	thinking/alertness
	of our brain by doing :- Cross Crawls,	annual grane reness
	Head Pat-Tummy Rub, Fingers to Nose &	
	Earlobe, etc.	T-C-C-C-C-C-C-C-C-C-C-C-C-C-C-C-C-C-C-C
	Participants draw a basic picture	Verbal Communication
 Partner Drawings 	(ensuring their partner can't see it.) They	Giving clear, specific
	must then give their partner instructions	instructions.
	on what to draw. Aim: for them to turn out	 Drawing/creativity
	the same!	
Positive Things	Participant tells group 1 – 3 things that	Positive Thinking
	they are looking forward to / or that has	Morale/mood building
	happened over the last week or two.	
	Have participants write down 3 truths &	Perceptions
 3 Truths & a Lie 	a lie about themself. Stand up & share	Verbal/non-verbal
	them with the group - who have to try &	communication
	guess which is the lie.	Getting to know more
		about others.
	 Each participant is to give on word at a 	Quick Thinking
 Circle/Whiteboard 	time (consecutively) - either whilst	 Creativity/Humour
Sentences	standing in a circle – or writing it on the	
	Whiteboardto create a Group	
•	Sentence/Story.	
Group Count	 Have group stand in a circle. The aim is for only one person to call out a number 	Sensing/Timing
Group Count	(starting at 1), then another person yells	Patience Working together as a
	out 2, etcbutit must be at random	Working together as a group
	throughout the group - not the people next	group
	to them! (If two or more people call out a	
	number at the same time-you need to start	
	back at 1.)	
Chinese Whispers	 Select a sentence and a Leader from 	Listening
	each group. Give that person the message,	Effective Communication
	then send them back to their group to start	Memory
	passing the message on to the next	
	person. (No one else is allowed to hear-	
	except for the Receiver of the message.) Have the Last person stand up & tell the	
	rest of the class what message they have.	
	(Compare theirs with the original	
	message.)	
	On a piece of paper –write things you	Positive thinking
 Positive Qualities / 	value/like/admire about a particular person	/feedback/morale
Affirmations	(then rotate paper in group). Share.	boosting
	(Alternatively - your can write a comment	Acknowledging others
	on the sheet of paper that is taped to their	J
	back.)	

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 Space Jumps 	 One person starts improvising/telling a story (using movements). Facilitator says "Space Jump" – & the person freezes in 	 Quick thinking/creativity Verbal & non-verbal skills
4.00	that pose. The next person jumps in,	• Fun
	assumes that same pose, and continues on	- Tuli
	with a different type of story. (The other	
	person Jumps out of the scene.) etc.	
	To have participants come up with	• Revision of topics/words
Pick my Word	words/statements related to the Course	Communication Skills
	Topic, have them utilise:-	Competition/fun
	- Charades	
	- Pictionary	
	- Hangman/Blankety Blanks	
	At the start of the day/course,	Clearing of the mind
What's on your mind	participants may have a lot of distracting	Focussing on course
•	thoughts going on in their mind (ie. Work,	content
	family, health, etc.)	
	So - have them write down their internal	
	chatter/everything that's going on in their	
	head - on a piece of scrap	
	paperthenhave them throw it in the	
	bin! (& leave those thoughts in there for	
	the rest of the session.)	
	 Have participants (individually or as a 	Competition
 List A – Z of 	group) list A-Z of(things related to	 Thinking/brainstorming
	Topic, Animals, Foods, Cities, etc.) Time.	
	Have everyone write something about	 Getting to know more
• Who is it?	themselves on a piece of paper. (Hand	about others in the group
	back to Facilitator – who will read out to	
	group – or – can distribute to other people	
	to read out.) Guess who it is?	
	 Have participant stand in front of the 	A bit of fun
 Celebrity Heads 	Whiteboard (with the name of a Person,	 Thinking/memory
	Animal, Character, etc written above them	 Communication
	on the board.) They have to guess who	
	they are by asking the rest of the group	
	one question at a time the group can	
	only answer 'Yes' or 'No'.	7
4 Minute Tenie	Participants to write down a topic on a place of pages. But the goal in a containing.	Improvisation/thinking
1 Minute Topic	piece of paper. Put them all in a container.	quickly
	Have one person draw a topic out of the 'hat' – and they need to talk for a Minute –	Public Speaking Confidence Building
		Confidence Building Communication
	on that topic. Participants have to describe an	Giving detailed/clear
Give a Description	object/thing/person – but without revealing	descriptions.
dire a bescription	its/their actual name. Others have to guess	Communication Skills
	what/who it is.	Communication Skins
	Place rope on ground. Participants are to	Teamwork
Create Rope Square -	put Blindfolds on. They must find the rope,	Problem Solving
Blindfolded	& all be touching the rope at the same	Leadership
	time. They have to bring it up to waist	Verbal Communication
	level, & attempt to form it in to a perfect	Terbar communication
	Square Shape.	
7.2	All participants to select an object from the	Creative thinking
What's my Mime?	room. Go around the group - they must	Acting "As if"
,	use it in a mime/improvisation – but not as	Attention on you
	the thing is really intended to be used	A bit of light/silly fun
	as.(ie. Use a pen as a Flute or a Music	, , , , , , , , , , , , , , , , , , ,
	Conductor's Stick.) Guess other people's	
	mimes/scene.	
	Two lines of people - facing each other.	Thinking Quickly
Questions Only	They can only ask questions (not able to	• Coming up with
£	give a statement/response back. If they do	Questions
	- they are out - & next person steps up for	Coping with pressure
	the Question Duel.)	Thurst him him

	Uncover/Show participants a group of	• Memory
Memory Game	objects on the table/floor. (eg. 20 varying	Observation
• Pieliloty Gaine	items.) Let them look at the items for 1	Recall
	minute, then cover them back up. Have	Visualising
	them list the items they remember seeing.	Challenge
	Given a picture or itemthe person has	Thinking
Sell/promote this	one minute to promote/sell that item to	quickly/creatively
• •	the rest of the group(even if it is	Practising public
item	broken, unappealing, etc.!)	speaking
	broken, unappearing, etc.:)	• Enthusing others
	 Hand out "People Bingo" sheet to group. 	• Fun
. Beenle Pinge	(Divided up into boxes – with numerous	Getting to know each
People Bingo	questions on it – 10 to 20. eg. Who has	other
	· · · · · · · · · · · · · · · · · · ·	• Challenge
	lived overseas? Who has a pet? Etc.)They are to go round the room and	Gets people up and
	speak to everyone, and put their name	moving.
	(once only) in a box. When they have	moving.
	filled up all the boxes - they are to call out	
	"Bingo!" (and are awarded a prize.) • Check in with some of the answers.	
		- Interest entertainment
Video Clina /	Show participants humorous video clips, Inspirational neuropaint clides amoring	• Interest, entertainment
Video Clips / Dowernoints	inspirational powerpoint slides, amazing	humour, a break from
Powerpoints	photos, etc (Put on USB stick or disc.)	theory, inspiration, illustrate points, etc.
- Cl - viole	· First person sends clap to random	· Concentration,
· Clap catching	person in the room (gives them	· Eye contact
	eye contact, + gestures sending clap their	· westures
	The 2nd person them sends chip on,	* Fun
	The 2nd person that series and the	
	3rd person grabs the clap, passes it on, etc.	
		,
* The Feeling Game	· Participant to close eyes/put	· Touch /texture
J	blindfold on/feel in bag - and	· Describing
		· · · · · · · · · · · · · · · · · · ·
48 TO 1288		C. A. Carrier
	it as you feel it.)	
* The Feeling Game	· Participant to close eyes/put blindfold on/feel in bag — and tries to guess what the object is that they are feeling (describe	DescribingFun / myster