



# Icebreakers for Recognized Student Organizations

## 1. Beach Ball Q & A

Instructions:

Write a number of questions on a beach ball. Have participants sit in a circle and pass the ball around the circle. When someone catches the ball, s/he should answer the question that his/her left thumb is nearest. Continue passing the ball around and answering questions until time is up or everyone has had the opportunity to answer a question.

## 2. Popcorn

Instructions:

One participant in the group stands up, introduces him/herself, and begins listing personal facts/qualities. When any member of the group shares a quality, they each stand-up and shout “Popcorn!” The first person to stand-up then introduces him/herself and begins listing qualities; everyone else sits down. This activity is meant to be fast-paced and to make it clear to the group that they have many things in common. Continue until time is up or everyone has stood and introduced themselves.

## 3. People Bingo

Instructions:

The bingo sheet will have a series of questions on it with low-risk personal information (e.g., has blue eyes, Speaks Spanish, etc.). Participants are required to find another participant who can answer “yes” to a question. They must have that person sign their name within the square.

The object is to meet as many people as you can, and fill a “BINGO!” (A complete line either horizontally, vertically, or diagonally) You can only use each participant once.



#### **4. Two Truths and a Lie**

Instructions:

Give the group some time to write down two things about themselves that are true and one thing that is a lie. Each group member will then share these facts about and the rest of the group has to figure out which fact is actually a lie.

Break large groups into groups of 3-4 so that each individual can discuss their facts. Share the “best” truths and lies with the larger group to wrap up the activity.

#### **5. Rock, Paper, Scissors Tournament**

Instructions:

To prepare, make a grid like the one that’s used for the NCAA’s season-ending basketball tournament. Your grid should be broken down into rounds, with the first round including pairs of students who’ll compete to move onto the next level.

Have each pair listed on one side of the grid play Rock, Paper, Scissors, in a two out of three format, with the duos from the other side of your grid acting as judges. As students win, list their names on the appropriate lines of the next part of your grid.

Next, have the pairs from the other side of the grid compete with the first combatants being the judges of each match. List the names of the winners on the requisite lines that show they’ve advanced to the next round of play. Continue in the same manner until the players who’ll compete in the championship are identified in the center of your grid.

You can have the championship on the same day your tournament started or you can stretch the whole thing out over a series of days or weeks, with each round of competition occurring every Monday or something like that. If you choose to let the competition play out over time, the tournament may become an ongoing topic of conversation in and outside your college classroom.



### 6. Birthday Boggle

Instructions:

Birthday Boggle requires students to line up in chronological order based on their dates of birth. The catch is that your students will need to pull off that feat without speaking. Students can communicate with their hands to indicate their birthday month and day, and they can also use the supplies they have around them.

For example, if someone has a piece of paper, the person can simply write their birthday on the paper to communicate what their position in line should be. If a player's birthday lands on December 25, the individual can use their smartphone to play Christmas music. A participant whose birthday is October 31 may want to use a piece of paper and a pen to draw a picture of a pumpkin if you've made it a rule that students can't simply write down their birthdays.

Once everyone is lined up in chronological order, the exercise is over. To be sensitive to the different age groups that may be present in your classroom, you should play Birthday Boggle using participants' birthdays without considering the years they were born in.

### 7. Sing Off

Instructions:

Divide your group into teams of two to five people. E-Board sets a word theme such as love, friendship, or vacation. The teams alternate back and forth singing some song assigned by the word in the song's title.

Everyone must try and sing for the song to count. No repeats or skips, and any team that doesn't sing is eliminated. Keep going around the circle until there is only one team remaining.



## 8. Would You Rather

### Instructions:

This activity is similar to the discussion of icebreaker questions just presented in the sense that it gives participants the choice between two things. With that in mind, instruct members who'd prefer the first option provided in a question to go to one side of the room and tell the rest of the group to go to the other side of the space.

Before you play this game, you need to come up with a series of questions that have a "would you rather..." format. Lists of questions are readily available online, but it's often more effective and fun to create your own.

The more ridiculous your questions are, the funnier this exercise will be. No possibility or pairing is off the table when it comes to this game so feel free to engage your creativity. Possible questions may include:

Would you rather be a sloth or a tiger?

Would you rather have the ability to fly or leap tall buildings?

Would you rather be a wallflower or the life of the party?

Would you rather drink from a keg or a bathtub?

Would you rather go to the big game or a frat party?

Would you rather be the prosecutor or defense attorney in a criminal case?

Would you rather compete in the Olympics or perform with Adele in Vegas?

If it's the first meeting, you can make this activity a one-on-one exercise. Divide your group into pairs and give each duo a list of questions. By separating group members into pairs, the duos can discuss why they'd prefer one thing over the other and get to know each other on a more personal level.



### 9. Green Glass Door

Instructions:

Tell participants that we are going on a picnic and in order to come on the picnic, they need to go through the green glass door.

To get through the green glass door each participant must bring something to the picnic.

What they can bring to the picnic depends on the first letter of their first name. Each person may only bring objects to the picnic that start with the letter of their first name.

For example: The facilitator (whose name is Sam) would start by saying, "I am going through the green glass door and I'm bringing Sandwiches, but I am not bringing the watermelon. What are you bringing Larry?"

Larry might respond by saying I'm going to bring the potato salad, but I am not going to bring the juice. In which case the facilitator might say, I'm sorry Larry, you can't bring the potato salad, but Patty, you could bring the potato salad. Continue doing this until everyone catches on to the rule.

Variations: If everyone catches onto the rule quickly, you can create more difficult rules.

Suggestions are: Participants may only bring items that have double letters in them, (i.e. balloons, food, berries, jello, cheese, etc.), participants may only bring items that start with the first letter of their last name, etc.

### 10. Alphabet Freeze

Instructions:

Ask each student to say the alphabet until you say "stop!" Each student comes up with something they're excited about that begins with the letter that was stopped on. Repeat this but each time stop on a different letter. You can theme this icebreaker around places to visit, foods, hobbies, anything you want.