

Top 10 Ice Breakers:

1. Human Knot:

Stand in a circle, group members reach across the circle and hold hands with a different person. The group then tries to unravel the "human knot" by unthreading their bodies without letting go of each other's hands.

2. Single Shoe:

Every person in the group takes off one shoe and puts it in a circle in the center of the room. Participants then grab a shoe (not their own) and find its owner. When you find your person have an introductory conversation with them.

3. A Circle of Laps:

Place chairs in a circle, one per participant. The leader starts by asking a yes or no 'get to know you' question. If participants answer yes they move over a chair. If the answer is no they stay in their chair. If you move to a chair that is already occupied sit on their lap. Participants take turns asking questions. How many people can fit in one chair?

4. Cross the line:

Ask everyone to gather on one side of the line and face towards its center. Leaders will call out specific categories, and ask that all of those to whom this applies, walk to the other side of the line. Discover that a fairly homogeneous looking group is much more diverse than you might assume.

5. Pair and Share:

Sometimes it's hard to introduce yourself to a group. In this activity participants partner up to ask and answer 'get to know you' questions. Then they introduce the other person to the group.

6. Scissor Paper Rock:

Most people are familiar with the game rock, paper, scissors. In this version the person who loses gets behind the winner and cheers them on. As the playing field narrows the number of people cheering increases. At the end of the game everyone gets behind the winner for a big cheer.

7. I like my neighbor who...

Stand shoulder to shoulder in a circle. One person stands in the center and says "I like my neighbor who..." if participants fit into the category they have to pass through the circle to a new spot. The last person becomes the person in the center and asks the next question.

8. I'm going to a picnic...

Leader has a pattern or rule that other participants try to figure out. Leader says what they are bringing on a picnic as a hint. The next person says what they are going to bring on a picnic based on the leader's hint. The leader says yes or no. The next person uses that information to try and figure out the pattern. As people figure out the pattern they join the picnic until everyone has joined.

9. Name Game

The first person comes up with an alliteration or fun word that starts with the same first letter of their name. The second person says the first person's name plus describing word. Each additional person says all the names of the people before them. At the end of the circle the first person goes all the way around the circle.

10. Twenty Questions

Tape a picture or a card on to each person's back. Students ask yes or no questions of each other trying to identify the picture. You can only ask each person one question. The goal is to meet as many people as possible. The game ends when everyone has identified their picture.