



TWENTY GO-TO ICE-BREAKERS

1. One Word

What's the one word you'd use to describe yourself? Everyone picks one and then they're referred to by that name throughout the meeting. It's more than a silly way to start the meeting; it helps everyone get to know one another a bit better.

2. Skill Set

Everyone should be constantly trying to improve themselves. Have everyone share at least one gift of skill that they wish they had. It could be something practical like playing an instrument or it could be something more abstract like "having more empathy". Whatever it is, have each person share why they would want to develop the skill they chose.

3. Most Embarrassing Moment

We've all got at least one. Hopefully enough time has passed that you can share one of yours. Have everyone share one of their most embarrassing moments.

4. M&M's

Everyone loves candy. Admit it! So, why not get a bag of M&M's and pass them out. Whatever color the person gets means that they have to answer a specific question about themselves. Decide ahead of time what question goes with each color. You can have some fun figuring out what the questions are. Then go around the room and have each person answer for each color they have.

5. No Smiling

Tell everyone in a very serious tone that you will not tolerate any smiling. Then tell a joke. See if people can keep a straight face. You might not be a comedian, but it's harder than you think not to laugh. Chances are that within five minutes everyone will be laughing their faces off. That's a good way to start a gathering.

6. Two Truths & a Lie

Each person prepares three statements, two of which are true and one of which is a lie. In any order, the person shares the three statements to the entire group. The object of the game is to figure out which statement a lie. The rest of the group votes on each statement, and the person reveals which one is the lie.

7. Desert Island Picks

You've heard the old, "If you were stranded on a desert island what one book would you have with you?" Well, find out! It could be books, music, food, etc. Again, a silly ice breaker, but a real way to better know the people in your group.

8. What Annoys You?

Ask each person to reveal the personality trait that is most irritating to them. It's good for a laugh, though you might fear it could make for a disharmonious group. You'd be surprised, what appears might help you resolve conflicts before they occur.

9. Mad Lib

Go online and find a mad lib, as a group come up with the parts of the story that are requested. You can have individuals decide on certain blanks or have the group decide together. Read through your mad lib. If you have extra time split into a couple different groups and have each group do a new mad lib. Decide which group had the funniest version of the second story.

10. What's Your Theme Song?

Ask the team to imagine they're in a movie. What song would play when they walk into a scene? Would it be a rousing number like in *Rocky* or maybe something more somber? You can use that information throughout the project to, say, play music when a milestone has been completed.

11. Make a Portrait

Again, this has nothing to do with being artistic, but you can just have team members turn to whomever is sitting next to them and then have each draw a portrait of the other. People are not going to be especially happy with the results (no one's likely to frame these pictures), but they'll be playful, which is a great atmosphere to start a gathering.

12. Whodunit

Give each person in your group 5 small slips of paper. Have them write down something interesting they've done on each slip (e.g. skydiving, have lived in ten different states, drank a gallon of milk in five minutes — the sillier the better).

Put all the pieces of paper into a hat or bucket, give it a nice shake. Going around the room have each person pull out a few and read them aloud. Then have the reader must then try to guess "who done it" and why they came to that conclusion.

13. Be Honest

It might seem like a dangerous door to open, but ask the team to be honest about their day. The Huffington Post says that, "*the best business is done when you're being true and authentic.*" If nothing else, you're sure to get engagement from the group, and that's how you want to start a gathering, with a fully engaged room.

14. Rock, Paper, Scissors

To open your gathering have an impromptu Rock, Paper, Scissors tournament. Play the best two out of three wins and make sure to crown a champion. If time allows play a few times.

15. Last Meal

Yeah, it's a bit morbid, but have everyone imagine they're on death row the night before their execution. What would their last meal be? Then, if you're feeling generous and time allows, you might even treat the team to something from that list.

16. Sit Down If

The group stands in a circle. The group facilitator then asks a range of silly questions and people sit down if they answered yes to the question. Questions can be as strange or random as you like, for example: "did you eat cheese today?". The last person standing wins a prize. (Google – sit down if questions for a few lists if you need help)

17. Catch Phrase **(catch phrase game needed)*

Split your group into two separate teams, and play the popular party game catch phrase.

18. Who Are You?

Hand out blank paper and ask each person to write three simple statements or short descriptions of themselves. Then put all the papers face down in the middle of the table and go through them, trying to figure out who belongs to which description.

19. Catch the Ball

Give the first person the soft foam ball. Introduce the game and explain that the ball is the "share an interesting fact" ball. The first person must reveal something interesting about themselves (hopefully not too controversial!) and then throw the ball to the second person. The second person also reveals something about themselves and throws it on to the next person. In this way, the icebreaker is an effective way to get people to start talking and sharing about themselves.

20. Who Am I?

Pre-make tags with each tag having one famous person on it, mainly divas that everyone would know. These tags will be placed on the back of each guest as they arrive. This is done without them knowing who they are. They are to go around the room asking questions as to who they might be. Questions like "am I a singer?" They can only ask one question and make only one guess as to Who they are with each person that they talk to, then they have to move on to another person. They can come visit previous players once they've visited another player.