

ICEBREAKER PACKET

20 minutes or less!

These simple, fun icebreakers are designed for a team to get to know each other, or engage the team before a meeting. Each activity requires little to no materials, and have flexible time frames of 20 minutes or less.

PAPER AIRPLANES

GROUP SIZE: 5 - 20 per facilitator

TIME: 15 - 20 minutes

EQUIPMENT: Paper, pens

PROCEDURE AND RULES:

Pass out sheets of paper to each person attending the meeting. Then ask everyone to write an interesting fact about themselves on the piece of paper and fold it into a paper airplane. Have everyone gather in a circle, and ask them to launch their paper airplane to somewhere around the room. Then, everyone retrieves one of the paper airplanes, and comes back into the circle. Going around the circle, each person will read the fact on the paper they selected. Have the person reveal who they are, and explain their fact a little more.

SALT & PEPPER

GROUP SIZE: 6 - 20 per facilitator

TIME: 10 - 20 minutes

EQUIPMENT: Paper, pens, tape

PROCEDURE AND RULES:

Come up with pairs of things like salt and pepper, sun and moon, etc., and write them separately on small sheets of paper or index cards. Make sure you have an even amount of team members. If not, you might have to think of some trios (like the names of the Three Stooges). Mix the papers up, and tape one to the backs of each team member. Everyone must walk around asking yes or no questions to find out what word they have. The end goal is for each pair to find each other. Once they have been found, they can sit down.

FOUR QUADRANTS

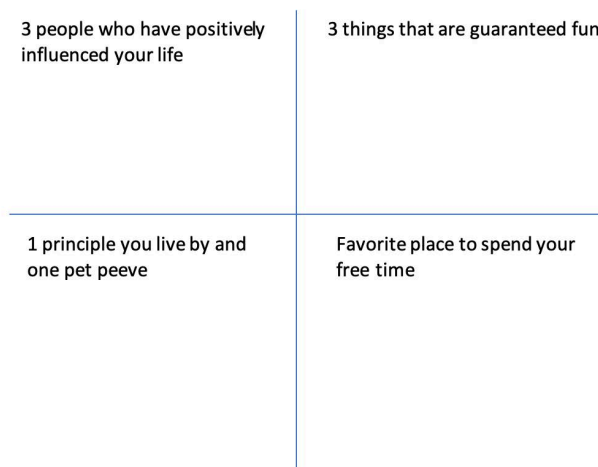
GROUP SIZE: 5 - 15 per facilitator

TIME: 10 - 20 minutes

EQUIPMENT: Paper, pens

PROCEDURE AND RULES:

Pass out a piece of paper to each team member and ask them to draw four quadrants. Instruct them to start at the top right quadrant, and write out three things that they believe are guaranteed to be fun. Next, ask them to go over to the top left quadrant and write out three people who have been positive influences in their life. In the bottom left quadrant, ask them to write out one principle they live by and one pet peeve. Finally, in the bottom right quadrant, ask them to write out a place they like to spend their free time at. If you have enough time, and few people, go around the room and ask each team member to share everything in their quadrants. If short on time, have each team member share out only one part of each quadrant. See below for quadrant drawing.



GET OFF THE FENCE

GROUP SIZE: 5 - 20 per facilitator

TIME: 10 - 15 minutes

EQUIPMENT: 20 ft rope, or Duct tape of the same size

PROCEDURE AND RULES:

Everyone straddles the rope (one foot on each side), all facing in the same direction. The facilitator states two words or phrases and calls out "get off the fence". If you agree, or are in favor, with the first word or phrase, you get off the fence on the left. If you agree with, or are in favor, with the second word or phrase, you get off the fence on the right. Here are some sample words:

- Coke or Pepsi
- Milk Chocolate or Dark Chocolate
- Beach or Woods
- Dogs or Cats
- Toilet paper under or over
- Security or Freedom

ONE WORD, 100 SONGS

GROUP SIZE: 10 - 20 per facilitator

TIME: 15 - 20 minutes

EQUIPMENT: Paper, pens

PROCEDURE AND RULES:

If you have a group of 10-12, split team members into pairs or trios. For groups over 12, split team members into 4-5. Pick a simple word (examples: boy, love, dance, etc.) that tend to pop up in a variety of songs. Instruct the groups to write out as many songs they can think of that contain that word, without the other teams hearing, and without the use of phones. Give the teams 3 minutes to do this. Next, one team will start by singing a part of one of the songs they wrote out (including the word).

This process will continue with the other groups, going one at a time, collecting points for each song. However, no song can be repeated. If team A sings "Dancing Queen" they get a point, and the remaining teams will have to select a different song. Do this until one team doesn't have anymore songs to choose from. The team with the most points, wins.

WHAT'S YOUR SUIT?

GROUP SIZE: 10 - 20 per facilitator

TIME: 5 - 10 minutes

EQUIPMENT: Deck of cards

PROCEDURE AND RULES:

Deal out the deck of cards evenly to however many people are involved in the ice breaker. It's okay if it doesn't divide exactly evenly. Have each person look at the cards dealt to him/her. Then, in a circle, go around and tell everyone else whatever corresponds with your cards picked according to the list below:

Hearts = your favorite vacation

Diamonds = an achievement you are proud of

Clubs = activities/clubs you are involved in

Spades = something you would like to accomplish in the future

*Change up the list to anything else that might pertain to the group more.

COMMONALITIES

GROUP SIZE: 10 - 20 per facilitator

TIME: 10 - 15 minutes

EQUIPMENT: Chairs, one per person

PROCEDURE AND RULES:

One person is "it" and they stand in the center of the circle. They observe the group looking for something that a number of group members share in common with one another (e.g., blue eyes). One by one they ask individuals that share this thing they have in common to stand. Each member of the group observes, attempting to figure out what the commonality is. The first person to identify the commonality becomes "it." Do this for a few different rounds.

TEAM TRIVIA

GROUP SIZE: 5 - 20 per facilitator

TIME: 10 - 15 minutes

EQUIPMENT: Quiz sheet

PROCEDURE AND RULES:

This icebreaker is completely customizable to your team, and involves some preparation beforehand. As the facilitator, come up with about 10-15 trivia questions that have something to do with the members of the team. You may already know a fact about someone, or you might need to go up and ask them. Questions could include a team member's:

- Favorite movie
- Most memorable moment (funny and unique)
- Specific item on their desk
- Baby photo (if provided)
- Year & month they were hired
- Favorite band
- Unique hobby
- Exact coffee order
- Number of kids/pets/siblings
- Very first job

Include as many questions you want, and even throw in some company trivia too. Whoever answers the most correctly, wins. (Of course, each person should get at least their question correct.)

OBJECTIVITY

GROUP SIZE: 8 - 20 per facilitator

TIME: 10 - 20 minutes

EQUIPMENT: Paper, pen, random object

PROCEDURE AND RULES:

Obtain a familiar object to display to the team (pencil, ruler, cup, box, etc.). Depending on the size of your team, let the team members form pairs or small groups to compete. Each team should select a team lead who will be responsible for scribing. Give the teams 5 minutes to brainstorm a list of ways the object can be used. Have the teams report out -the team with the longest list wins.

Variation: Instead of creating a list, instruct the teams to come up with a pitch of how you can use the object, WITHOUT the obvious use for it. You can come up with your own stipulations, such as: Cup; cannot pitch anything about drinking or holding liquid. The team with the best pitch, wins.

THE INTERVIEW

GROUP SIZE: 4 - 20 per facilitator

TIME: 20 minutes

EQUIPMENT: Paper, pen

PROCEDURE AND RULES:

Break the group into two-person teams (have them pick a partner that they know the least about). Have them interview each other for about 5-10 minutes (You can also prepare questions ahead of time or provide general guidelines for the interview). They need to learn about what each other likes about their job, past jobs, family life, hobbies, favorite sport, etc. After the interviews, reassemble the group and have each team introduce their team member to the group. Depending on the time, ask the group to keep the introductions to a minute or less.

PENNY FOR YOUR THOUGHTS

GROUP SIZE: 4 - 20 per facilitator

TIME: 10 - 15 minutes

EQUIPMENT: Pennies (one per team member)

PROCEDURE AND RULES:

Gather pennies that have a specific date range of your choice (it maybe be easier to select anything from the earlier 2000's to present). Place them in a cup, or another object, and have each person draw one penny. After everyone has selected a penny, instruct each person to think of a memory that happened to them during the year of their penny. Once everyone thinks of one, go around and have everyone share their memory.