

ICE BREAKER GAMES FOR NETWORKING SESSION

TWO TRUTHS AND A LIE

Everybody in the room gets into small groups (3,4 or 5). Each person writes down (or thinks of) two truths and a lie. Each takes in turn to read them out and the rest of the group has to guess the lie.

TOILET PAPER GAME

Pass around a roll of toilet paper to the group and ask them to take what they need. No further explanation. When done. Tell the group that as they go around the room, each person must tell a fact or something about himself or herself for each square of TP they took.

BIRTHDAY GAME

Have the group stand and line up in a straight line. After they are in line, tell them to re-arrange the line so that they are in line by their birthday. January 1 on one end and December 31 at the other end. The catch is that they must do all this without talking or writing anything down.

PAPER AIRPLANE GAME

Everyone makes a paper airplane and writes their name, something they like and dislike on it (You may also want to add additional questions). On cue, everyone throws their airplane around the room. If you find an airplane, pick it and keep throwing it for 1-2 minutes. At the end of that time, everyone must have one paper airplane. This is the person they must find and introduce to the group.

THE ARTIST GAME

Give everyone a piece of paper and a pencil. In 5 minutes they must draw a picture that conveys who they are with out writing any words or numbers. At the end of 5 minutes the host collects the pictures. Show the pictures to the group one at a time and have them try to guess who drew it. After this allow each of the artists to introduce themselves and explain how their work clearly conveys who they are.

DESIGN YOUR TEE GAME

Ask attendees to design their own personal new favorite T-shirt. Once all participants have drawn their t-shirt get them to show the shirt to the group and explain how the T-shirt best resembles their personality.

STORY TIME GAME

The facilitator starts a story by saying a sentence. It then goes in a circle, each person adding a sentence onto the story-after repeating each sentence that's already been added.

MAROONED GAME

You are marooned on a island. What five (you can use a different number, such as seven, depending upon the size of each team) items would you have brought with you if you knew there was a chance that you might be stranded. Note that they are only allowed five items per team, not per person. You can have them write their items on a flip chart and discuss and defend their choices with the whole group.

This activity helps them to learn about other's values and problem solving styles and promotes teamwork.

AUTOGRAPH SHEETS GAME

Prepare a sheet listing traits or facts about people with a line for them to sign their name next to the trait if it applies to them (i.e.: someone who wears contacts, someone who has been to Europe, etc.). People then mingle around the room with their sheets seeking to find people who are eligible to sign their sheets. A person can only sign once on any sheet. Having people seek out the autograph of people to which they think the category applies may also reverse the process (i.e.: someone who looks like they enjoy the outdoors, someone who is from the east, etc.)

SIMPLE NAME GAMES

Everyone goes around saying their name and a quirky name fact.

BEACH BALL BREAK DOWN

Get a large size blow up beach ball. Randomly write on it a number of icebreaker, get to know you type questions (suggestion on next page). With the group sitting in a circle, explain that when the ball is thrown to them, they are to say their name and answer the question facing them written upon the ball. They cannot answer a question that has already been answered by a person prior to them. Once they have answered a question, they must throw it to an individual who has not yet received the ball. This continues until everyone has had the opportunity to say their name and answer a question. (Can also be played for fun).

ACTING ADJECTIVES

Person has to say their name and a descriptive adjective paired with an action that starts with the same letter as their name (ex. jumping Janet or laughing Lynne). As we continue around the circle everyone has to repeat the name, descriptive word, and action of the person who just had their turn, and every person in the circle that have gone before them. The repetition can be tedious but really helps to get the names solidified especially in larger groups.

BLANKET GAME

Divide everyone up into two teams. Have two people hold a blanket up and have the teams stand on each side of it so that they can't see the other team. Have one person from each team stand right in front of the blanket. The two people holding the blanket drop the blanket and the first of the two who can say the other person's name wins and steps out to the side. The other has to try again. The first team to get all their people out on the side wins. Be sure to introduce anyone who's left on the other team in case people don't know their names.

GET TO KNOW YOU— HAT TRICK

Write down one crazy fact and put in a hat. Pass the hat around and have each participant pick out a fact. The group has to decide who the fact is about. This can lead into some fun discussion if time allows.

HAND, HEAD, AND HEART

In pairs, share something that you are physically good at which you would be willing to teach others (ex. sport, cooking, craft), share something that you have knowledge about (ex. psychology, or facts about another country), share something that you are passionate about, that moves you into action (ex. Music, dance). Then each partner introduces the other to the rest of the circle.

MINGLE, MINGLE

Everyone wanders around singing “mingle, mingle, mingle” while smiling and looking at each other until a caller hollers out a number and an action that has to be performed. The number indicates the number of people needed to form a group, and the action is what they have to create together. For example “5, a trip on the school bus”. Let them volunteer to perform it for the group in they want.

UNION STATION

Tell group enclosed area is Union Station at rush hour and they are in a hurry to get to their train. Have them move around enclosed area with or without bumping into anyone else but nodding and smiling as go by other people. After several seconds stop them and have them each partner up with a “stranger”. Have them introduce themselves and then share one thing with each other (e.g. something about school). Then have them in rush hour again. Each time stop them to find a new partner and give them a deeper topic to share (ex. Passions, Hero/greatest inspiration, greatest challenge have overcome>personal strength and weakness> dream for future) etc. finish off with having them gt on train (sit down) and introduce selves to person beside them