## Ice breaker activities

## Jokes:

What kind of tree fits in your hand?
A palm tree.

What do you call a dinosaur that is sleeping?
A dino-snore.

Why is six afraid of seven?
Because seven eight nine.

What did the ocean say to the pirate?
Nothing, it just waved.

What did the little corn say to the mama corn?
Where is pop corn?

## 20 questions:

- One person thinks of a place/person/object, while the others attempt to guess what they are in 20 questions or less.
- The person thinking of the place/person/object can only answer yes or no to the questions, so make sure to ask wisely.


## Pictionary:

- A player has to draw something and their teammates have to guess what the player is trying to draw within a minute
- If the teammates guess what the player is drawing, they win and if they don't guess it, they loose
- You can make it as simple or as difficult as you wish
- You can also make it more difficult by adding a time limit or using a certain amount of questions


## Two truths and a lie

- Ask each person to come up with two statements about themselves that are true, and one that is a lie.
- Taking it in turns, each person says the three statements they came up with and everyone else that is playing the game votes which one they think is the lie.
- The person then reveals which of their statements was a lie.
- The next person takes their turn and repeats the same process until everyone has shared their statements.
- The person who has correctly guessed the most lies at the end of the game wins.


## 30 circles

You are provided with a sheet of paper that has 30 blank circles on it. You have two minutes to fill as many of the circles with recognisable objects as you can. For example, you could draw a smiley face or a sun. Once the timer is up, the person that has managed to fill the most circles wins. The challenge is to be as creative as possible!

## 30 Circles Challenge



## Guess the word

- Choose one person to be the 'host'
- This person will think of any word which the others will then guess
- The host can then write out a blank line for each letter of the word.
- Those guessing will take turns guessing letters
- If the letter guessed is in the word, the host can write all of that letter in, if not then the flower starts to be drawn (for example, if the word is elephant and the guesser guesses e, it will look like e_e____)
- With each guess wrong, the next part of the drawing will be added, until it is complete.

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## Would you rather examples:

- Would you rather be a bird or a horse?
- Would you rather have fingers for toes or toes for fingers?
- Would you rather have a pet dinosaur or a pet dragon?
- Would you rather eat pizza for every meal or ice cream for every meal?
- Would you rather kiss a frog or hug a snake?


## Categories

Prepare a paper sheet and a pen for everyone who will participate. Create a table with 6 columns:


Choose two people who will choose the letter; one person has to say the alphabet in their head (in whatever speed preferable) and the other one will have to say stop. The letter which was thought about when the stop was said is the one that will be used for the round. The aim of the game is to come up with names starting with the chosen letter in all of the columns and be the quickest. You get 15 points if no one else wrote the same thing in the column as you. 10 points if you filled in the column but one of your friends wrote the same and 0 points if you didn't manage to fill in the column.

Example:


## I spy

- One player chooses an object within sight and says to the other player "i spy with my little eye, something beginning with ...", naming the first letter of the object that both of them can see and then the other player needs to guess what it is

