

Icebreaker Suggestions

Marooned

This is a great game to play when people don't know each other, and it fosters team building in groups that already work together. People's choices are revealing about who they are.

Participants: Up to 30.

Time Needed: Thirty minutes or more, depending on the size of the group

Materials Needed: None

Instructions: Give people a minute or two to think about this question: If you were marooned on a deserted island, which three people would you want with you? They can be dead, alive, or imaginary. Ask participants to introduce themselves and share their choices with the group. The facilitator should start so that players have an example.

True or False

This is good for getting to know more about the people in your group, even if you've been friends for years!

Participants: Small groups (fewer than 10 people). This would be ideal for a developing honor society board.

Time Needed: Thirty minutes or more, depending on the size of the group

Materials Needed: None

Instructions: One person says three things about himself or herself — two true and one false. Other participants guess which one is the lie. The person who guesses correctly goes next.

A Lesson in Communication

This teaches participants a lesson on the importance of two-way communication.

Participants: Small groups. This would be ideal for a developing honor society board or committee.

Time Needed: Ten minutes

Materials Needed: Sheets of paper

Instructions: Give all participants a sheet of paper, ensuring that all sheets are the same size. Explain that they are to follow instructions precisely and that they are not allowed to ask questions — and that they are to follow the directions with their eyes closed. Give the following instructions.

1. Fold the paper in half.
2. Rip off a corner.
3. Fold the paper in half again.
4. Rip off a corner.
5. Fold the paper in half again.
6. Rip off a corner.

Icebreaker Suggestions (continued)

Have the players open their eyes and compare their “designs” with others. The differences in these designs demonstrate that one-way communication is not as effective as two-way communication, where people have the ability to contribute and ask questions.

“I’ve Never Done”

This is a way for large groups to create community and get to know each other.

Participants: A large group divided into groups of fewer than 10

Time Needed: Thirty minutes or more, depending on the size of the group

Materials Needed: Candy or other reward item

Instructions: Each person starts with some candy or other reward. Going around the circle, each person finishes the sentence “I have never ...” A person who has done the thing that the speaker has never done must give the speaker a reward item. This is a fun way to learn things you might not otherwise find out about people.

Take a Few

This can help a small group learn more about each other.

Participants: Fewer than 20

Time Needed: Ten minutes or more, depending on the size of the group

Materials Needed: Candy or other reward item

Instructions: Pass around multiple numbers of items (e.g., M&M’S, colored paper that is cut into small strips, and individually packaged candy). Ask everyone to take the number of items he or she would like. Then tell the group that each person has to tell as many things about himself or herself as the number of items he or she has.

Human Bingo

This is a good way to help people begin conversations. The identifiers can be anything the developing honor society decides. This can be used to recruit volunteer candidates for the developing honor society, to identify people who would be good mentors and mentees, or to create community among the developing honor society members.

Participants: Medium to large group – 30 to 50 people

Time Needed: Thirty minutes or more, depending on the size of the group

Materials Needed: Bingo cards, pencils, prize

Instructions: Create bingo cards that are 5 x 5 inches, and put an identifier in each square (e.g., is a critical-care nurse, owns a car, has traveled internationally). When each person enters the room, greet him or her and provide a bingo card. Explain to the group that the goal is to meet people in the room by asking them if they meet any of the criteria on the card. Let them know that they have 10 minutes to complete the activity and that the first person to complete one row (horizontally, vertically, or diagonally) wins.