

# Everyone Loves an Icebreaker!

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IceBreakers are a great way to engage students! Active listening, collaborating, cooperating and discussing are just a few of the skills that ice breakers can tap into. Much success has been found with these activities, not only for “breaking the ice”, but by using them in academic classes. All of the activities below can easily be transformed to meet academic curriculum objectives.

## [This OR That](#) [Click to access](#)

Students have to choose a position, then physically move to the side of the room that most closely represents their opinion and then talk about why they chose that spot. Can easily be used in any academic class.

## [Concentric Circles](#) [Click to access](#)

Also known as the *Wagon Wheel*, this activity gives students the chance for many one-on-one conversations. Students are placed in concentric circles—inner circle facing a partner in the outer circle. After questions are answered, they rotate to the next person for the next question. Can easily be used in academic classes.

## [Blobs and Lines](#) [Click to access](#)

Students are prompted to either line up in some particular order or gather in “blobs” based on something they have in common. It helps students quickly discover things they have in common. Click [HERE](#) for a list of suggestions.

## IF

The group sits in a circle. They then write 20 'IF' questions on cards and place them (question down) in the middle of the circle. The first person takes a card, reads it out and gives their answer, comment or explanation. The card is returned to the bottom of the pile before the next person takes their card. This is a simple icebreaker to get young people talking and listening to others in the group. Keep it moving and don't play for too long. [HERE](#) is a list of possible IF questions.

## Secret Strips

Students are given a strip of paper. They write 3 things about themselves that many do not know. The strips go into a bag and are selected one at a time. Classmates guess to determine the author of the strip. When the author is revealed, they chose to share information about one fact on the strip.

## 4 Things in Common

Students are put into groups of 3-4. They are given the task of finding 4-5 things they have in common. Challenge them to identify interesting and unusual commonalities.

## 2 Truths & a Lie

Fact or fiction? Ask everyone to write THREE things about themselves which may not be known to the others in the group. Two are true and one is not. Taking turns they read out the three 'facts' about themselves and the rest of the group votes which are true and false.

## Name that Character

Divide into two teams. Give students a blank card. Ask them to write five little known facts about themselves on their card. Collect the cards into two piles. Draw one card from the opposing team pile. Each team tries to name the person in as few clues as possible. You can assign points to wins and losses.

## Memorable Moments (M & Ms)

Everyone loves M &Ms! Ask students to think about a memorable moment- a personal moment, a historical event, a passage from a reading (whatever you can think of, works!). Hand out M&M's and have students share their moments. This can be structured in many different ways.

## The Interview

Give each student a note card and put them into groups of two. Have them interview each other and take notes. You can offer them a list of interview questions or have them create their own. After a few minutes, have each student share out what they learned about the person they interviewed.

Icebreaker Resources:

<http://www.cultofpedagogy.com/classroom-icebreakers/>

<http://www.nsrffharmony.org/search/node/Icebreakers?page=2>