

Candy Introductions:

Candy Introductions is a get-to-know-you game that helps people learn new facts about each other in an easy way. They select various pieces of candy from a bag, and each candy variety is associated with a fact about themselves which they will introduce to the others. This game also goes by other names, including the M&M game, Candy Confessions, the Skittles Game, the Gum Drop game, among others.

Candy Introductions can work with any group size. The icebreaker works best when the group size is limited to 12, so if you have more than 12, divide the larger group and run the icebreaker within the smaller sized groups. This icebreaker works best indoors, and is well suited for classrooms or meeting rooms. Materials required are: candy with about five different variations (color or candy type), and an optional chalkboard/whiteboard.

Setup for Candy Introductions

Purchase several variety packs of candy, enough for each person to be able to have at least five pieces. They can be any candy type, but not too many choices (limit it to around five or six different varieties). Alternatively, you can buy gummy bears, life savers, gum drops, skittles, m&ms, or any other candy that already has a variety of colors.

Instructions for How to Play

Pass around the candy and tell each participant to choose anywhere from 1 to 5 pieces of anything that they want. Instruct them not to eat it yet, though. After they have chosen their candy, you will tell them what each candy type/color represents.

If there is a whiteboard or chalkboard present, write on the board the following:

- Red – Favorite hobbies
- Green – Favorite place on earth
- Blue – Favorite memory
- Yellow -Dream job
- Orange – Wildcard (tell us anything about yourself!)

If you don't have the above colors, change the above to match the candy types that you have. Each person takes turns introducing himself or herself, beginning with their name and then saying one fact for each candy type that they have. This easy introduction game should go relatively quickly (assuming they weren't greedy and that they didn't take too many pieces of candy!)

Did you know bingo:

Did You Know? Bingo (also known as the *Autograph Game*) is an icebreaker that helps people learn interesting facts about each other. People walk around the room and mingle until they find people that match the facts listed on a bingo-style sheet.

This game is a *get-to-know-you* style icebreaker. The recommended group size is: large or extra large. The game works best with a group of about 25 people. It can be played indoors or outdoors. Materials required are: printed bingo sheets and pens. Ages 12 and up.

Setup for Did You Know? Bingo

The objective of this game is for people to wander around the room and to obtain the signatures of people who have the facts listed on the bingo sheet. Once a person successfully obtains a full row (5 in a row), whether horizontally, vertically, or diagonally, he or she shouts “BINGO!” and wins.

This game requires a little bit of setup. Prepare a 5 by 5 table, with interesting facts written inside the boxes. These facts can include funny or bizarre things. For example:

- Likes anchovies
- Has been to Hawaii
- Speaks more than two languages
- Has never been on a plane
- Has more than four brothers
- Has gone without a shower for more than three days

Be creative! You can mark the center square “FREE SPACE” like traditional bingo games. After you have prepared the table, print out enough copies for the number of players you are expecting.

Instructions for How to Play

Pass out a sheet to each person, along with a pen. Explain the objective of the game and the following rules: (1) each person you talk to may only sign your sheet once, and (2) to win, you must get signatures to form 5 in a row horizontally, vertically, or diagonally. Say “Go!” and ask your participants to begin.

Once someone shouts “Bingo!” everyone returns and the person must introduce the people who signed his or her sheet. If desired, you can ask each person to explain their fact. This icebreaker game is fun way to get to know humorous or unique facts about people. Enjoy!

Two truths and a lie:

Two Truths and a Lie is a classic get-to-know-you icebreaker. Players tell two truths and one lie. The object of the game is to determine which statement is the false one. Interesting variations of this game are provided below.

This game is a *get-to-know-you icebreaker*. Recommended group size is: small, medium, or large. Works best with 6-10 people. Any indoor setting will work. No special materials are needed, although pencil and paper is optional. For all ages.

Instructions for Two Truths and a Lie

Ask all players to arrange themselves in a circle. Instruct each player to think of three statements about themselves. Two must be true statements, and one must be false. For each person, he or she shares the three statements (in any order) to the group. The goal of the icebreaker game is to determine which statement is false. The group votes on which one they feel is a lie, and at the end of each round, the person reveals which one was the lie.

Variations to Try

“Two Truths and a Dream Wish.” – An interesting variation of Two Truths and a Lie is “Two Truths and a Dream Wish.” Instead of telling a lie, a person says a wish. That is, something that is not true — yet something that the person wishes to be true. For example, someone that has never been to Europe might say: “I often travel to Europe for vacation.” This interesting spin on the icebreaker can often lead to unexpected, fascinating results, as people often share touching wishes about themselves.

The String Game

The String Game is an introduction icebreaker game and conversation starter that allows people to tell others about themselves. It's a simple game and can be adapted according to your needs.

This getting-to-know-you game usually does not take long, unless you choose to run it that way. The recommended group size is small and medium groups, although with careful planning it might be possible to do this activity in a large group by splitting it into smaller groups. An indoor setting is ideal. This icebreaker is recommended for young children up through eighth grade. It's well suited for classrooms, camps, or other settings where people may not know each other very well yet.

Instructions for the String Game

This activity needs a little bit of preparation work. Purchase a big roll of yarn or string. You can buy any color, or multiple colors if you wish. Take a pair of scissors and cut strings of various different lengths — as short as 12 inches, and as long as 30 or more inches.

When you are finished cutting the string, bunch all the pieces up into one big clump of string.

To play, ask the first volunteer to choose any piece of string. Have the person pull on it and separate it from the other pieces of string. Ask them to introduce themselves as they slowly wind the piece of string around their index finger. The funny part of this icebreaker game is that some of the strings are extremely long, so sometimes a person must keep talking for a very long time! This is a good way to get everyone to start talking. People might find out something interesting or new about each other! Feel free to adapt this game according to your needs. Have fun.

Fabulous Flags

Fabulous Flags (also known as the Personal Flags Activity) is a useful icebreaker activity to help people convey what represents them or what is important to them. Each person draws a flag that contains some symbols or objects that symbolizes who they are or what they enjoy.

This get-to-know-you activity is best done indoors. Any number of people can participate. The recommended age is 7 and up. Materials required are: several sheets of paper, pens, and colored pencils/crayons/markers.

Instructions for Fabulous Flags Activity

Pass out a sheet of paper, pens, and colored pencils, crayons, and/or markers to each person. Explain the activity: “We’re now going to draw flags that represent or symbolize us. Please design your own flag of you – include some symbols or objects that symbolize who you are or what you find enjoyable or important.” You can show your own sample flag if you like. For example, you could draw:

- a guitar (representing your passion for music)
- a tennis racket (someone who enjoys sports)
- a country like India (representing your affiliation with a country)
- a cross and a heart (representing Jesus and His love for the world)

Give everyone a set amount of time to draw (e.g. 15-20 minutes or so) and then reconvene. Ask for volunteers to share their flags and explain the meaning of what they drew. If it is a large group, you can divide everyone into smaller groups and ask them to share their flags with each other, or you can just ask a small number of volunteers to share.

Variations

After everyone has finished sharing the individual flags, as a big group you can ask everyone to brainstorm ideas on what to draw for a large class-wide flag. Proceed to delegate individuals to draw certain parts of the class-wide flag. Alternatively, you can collect the individual flags and paste them onto a board to create a “quilt” of individual flags, representing unity.

Sorts and Mingle

Sorts and Mingle is an interactive icebreaker that helps people recognize common and unique interests and preferences. The speaker calls out various categories and everyone moves toward various parts of the room, finding people with similar tastes as them.

This game is classified as a *get-to-know-you icebreaker* with a little bit of active movement (walking around the room, meeting and talking to others). Recommended group size is: medium, large, or extra large. Can be played indoors or outdoors, but indoors is ideal. No special materials are required. No mess. For ages ten and up.

Instructions for Sorts and Mingle

There are two parts to this icebreaker. The first half is the “Sorts” game. The moderator tosses out two contrasting choices and everyone must move either east or west of the room (for example. “Do you prefer Nature or Cities?”) Then the moderator shouts out two more choices and everyone moves north and south of the room. In this way, each person must move to somewhere and can’t get “lost” in the crowd. Some sorts that work well include: dogs vs. cats, books vs. movies, sweet vs. salty, casual vs. dress up, inside vs. outside; be on the stage performing vs. in the audience watching, and so on.

The second half of the icebreaker, the “Mingle” game, works as follows: The moderator shouts out a general category and the group is asked to mingle around to find others that have the same answer and they clump up to form a larger group. After about thirty seconds to one minute, the moderator asks each group call out their answer. If a person is unique and is the only one with an answer, that’s okay. Examples of mingles: your favorite place on Earth; your favorite dessert; the kind of animal you like best; if you could have dinner with someone, who would you choose; your favorite hobby; if you could be anyone, what would it be?

Both halves of this game help people introduce themselves in a fun, interactive format.

For More Ideas go to:

<http://www.icebreakers.ws/>