

# ICEBREAKERS

## GET-TO-KNOW-YOU / NAME GAMES:

These are important for every committee. Not only is it important for the leadership to know the names of every person on the committee, but the committee should know each other as well. These games will work well to accomplish this in time for your Relay.

### The Lap Game

Everyone sits in a circle in chairs. The leader states things like:

- If you have a dog, move one chair to the left
- If you like chocolate more than vanilla, move three chairs to the right
- If you have traveled to Australia, move two chairs to the left
- Etc.

Some people will get up and move over X amount of seats, which may or may not be occupied by someone else. If the chair isn't empty, you have to sit on each other's laps until the next question.

### What's In Your Milk?

The group asks one person, "What's in your milk?" That person answers with whatever they please. Then the group gets to ask them any question, which they must answer with their original answer to "What's in your milk?" Hilarity ensues.

## JUST PLAIN FUN:

These are a great way to kick off any meeting with a fun light tone.

### Birdie on a Perch

Form two circles, one inside the other, so everyone is facing someone else. Rotate around musical-chairs style until the leader yells "Birdie on a Perch!"

### Bippity-Boppity-Boo

Everyone stands in a circle to learn the characters. The leader explains: "When I say 'bippity-boppity-boo' and point at a particular person, he or she has to say my name before I finish the 'boo.'" When everyone has learned each others' names (taking turns being leader) you can add characters one at a time.

- Viking - when the leader points at someone, that person has to make viking horns on their head with their hands. The people on either side of the viking have to pretend to row the viking ship. Everyone must do it quickly, faltering means you're out!
- "Charlie's Angels" - middle angel (person pointed to) points up, angels on either side point out in either direction.
- "Elephant" - person pointed to makes a trunk with one arm and makes elephant noises. People on either side make giant elephant ears with their arms, to make one big elephant.
- The character possibilities are endless - let people make up their own!

### Miniature Tanks

Everyone is divided into two teams on opposite sides of a room. Everyone gets down on their hands and knees and starts crawling toward one another (preferably while making tank noises). When you meet someone on the opposite team, you have to attempt to run them over like a tank (no wrestling). When they have fallen over, they have to lie on their backs and flail their arms and legs in the air yelling "miniature tanks, miniature tanks!" The last tank standing wins. It's the stupidest game ever, but people can't get enough of it.

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## **Rock Paper Scissors Competition**

Everyone pairs up for a game a Rock Paper Scissors (RPS). This game is the “best out of one” to keep this game quick. Establish the rules for “shooting” (i.e. the proper procedure will be Rock, Paper, Scissors, SHOOT and then the dueling pair will show their hand). The loser of the duel becomes the cheering section of the victor in the next duel. The cheering section must be loud cheering on their player. The player and cheering section now face a new person (who probably has a cheering section by now too). The winner absorbs the loser and their cheering section into their own and play continues. It gets down to two people and the room is pretty much divided half and half cheering on the two players. This game gets loud but can be related to the importance of support and encouragement for one another.

## **Bear Fish Mosquito (variation on Rock Paper Scissors Competition)**

This works just like the Rock Paper Scissors Competition except your Rock Paper and Scissors are different. The Bear eats the Fish, who eats the Mosquito, who bites the Bear and gives it malaria. Players stand back to back and reveal their character on “GO”:

- Bear: Raise your arms above your head, make clawed bear paws with your hands, and growl “RAWRRR!”
- Fish: Put your hands above your head, palms together, and shimmy your body and hips (it’s even better if you can make a fish face at the same time)
- Mosquito: Clasp your hands in front of your chest with your fingers laced. Stick out your pointer fingers together (to create the stinger) and make a buzzing noise, moving your hands as if the mosquito were buzzing about.

## **Sing Off**

Divide the group into 4 teams. One person will be the judge/caller. The caller will choose a word (like sports, love, girl, etc) and each team must come up with a song(s) that contains that word or fits the theme. The team must sing the song/chorus to the judge’s satisfaction, then the next team must sing a different song, and the next. This goes around and around until a team cannot come up with a new song, repeats a song, or pauses for too long before starting to sing (up to the judge’s discretion). The team that fails to sing a new song is out and then a new word is chosen for the remaining three teams. The final two teams battle it out for a winner. This is a really fun and active icebreaker that is HILARIOUS!

## **Mission Relay**

Divide the committee/room in half to create two teams. Each team picks a representative from their team to go to the front of the room/board. The Cancer Education Co-Chairs ask mission-related questions and the two delegates race to write the answer on the board with their teams cheering them on. A new delegate is chosen for each question and you can play to 5 points. The pressure encourages some pretty interesting answers.