

# Ice Breakers: Activities to Inspire Creativity #2

## Social Interaction Activities

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**ELE90/102604**

ISBN: 978-0-7877-1979-1

Release Date 2015

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P. O. Box 802  
Dayton, OH 45401-0802  
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The pages in this packet were originally published in  
Ice Breakers, (ELE90/1026).

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Lorenz Educational Press  
Milliken Publishing Company  
Teaching and Learning Company  
Show What You Know® Publishing  
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## Meow!

**MATERIALS:** Animal Cards (page 44)  
Paper  
Writing utensils

### **DIRECTIONS:**

Review the letters of the alphabet with the students. Divide the class into pairs, and provide each pair with a piece of paper and writing utensils.

Make a copy of the Animal Cards and stack them in a pile. Draw one card from the stack and show it to the students. Ask them to make the sound of that animal. Now encourage each pair to write out the animal sound on their paper. Have them make the sound slowly and write down every letter that they can hear.

### **FOR EXAMPLE:**

**Animal:** Cat

**Sound:** M E O W

**Animal:** Bear

**Sound:** G R R A R (if that's the sound your bear makes!)

Work through the first card with the students to help them understand the activity. The idea behind the exercise is for students to hear a sound, think of the letter that makes that sound, and write it down. They won't necessarily form words, just the letters associated with the sounds. Some of the animals may not make well-known noises – encourage the student to be creative with the sounds they make!

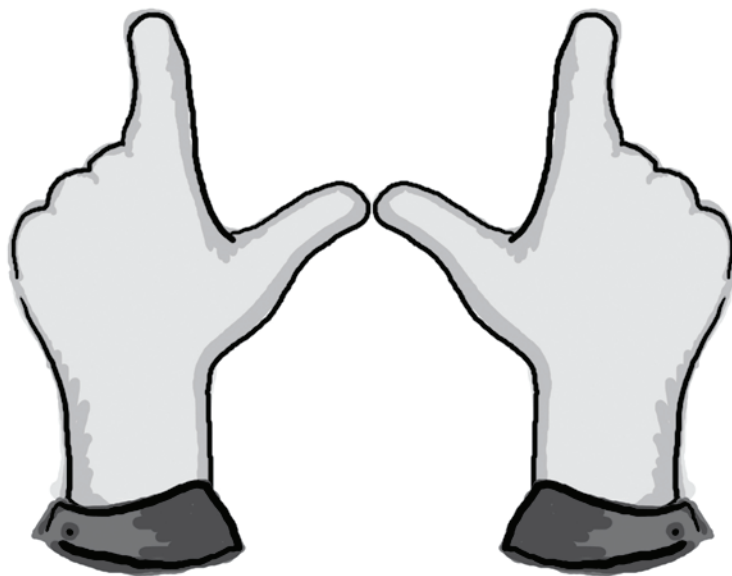
## Spell With Your Hands

**MATERIALS:** None

### **DIRECTIONS:**

Divide the students into pairs. Have one member of each pair act as the SPELLER, with the other student being the READER. The SPELLER must choose a letter of the alphabet and create that letter with their hands. The READER must guess the letter being created by the SPELLER. Once the letter is guessed, have the students switch roles. This allows the students to become familiar with the letters of the alphabet by having to physically create them in a way other than writing.

As the students become comfortable with the activity, the SPELLER can create short words with their hands one letter at a time. Have the READER try to figure out the word that is being spelled. You may wish to provide a vocabulary list for the students to use.



## Costume Ball

**MATERIALS:** Newspaper  
Tape  
Decoration (optional):  
Markers, stickers, feathers,  
tissue paper, etc.

### DIRECTIONS:

Divide the class into small groups, and provide each group with several sheets of newspaper and plenty of tape. The object of the game is for each group to dress one of their members in a costume made entirely of newspaper. A few costume ideas are listed below. This costume can be made to fit a specific classroom lesson, such as professions, people in history, or even animals.

Have the groups select a student to model the costume as they begin planning their design. The costume can have any theme, and the group can use as much or as little of their newspaper as they'd prefer. The costume can be taped directly onto the model to help it stay in place.



After all groups have finished creating their costumes, let the models display the finished product to the rest of the class. You may want to encourage the models to act as if he or she is in the character of the costume. Encourage the other students try to identify each costume as it is shown.

### SUGGESTED COSTUMES:

Knight, mummy, robot, king/queen,  
hula dancer, wizard, clown,  
Statue of Liberty, chef



## Draw the Music

**MATERIALS:** Music recordings of various styles  
CD player  
Paper  
Markers, crayons, or colored pencils

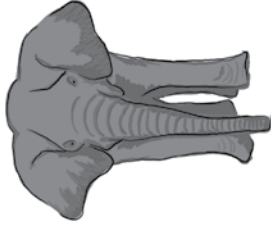
### DIRECTIONS:

Play a recording of a selected piece of music that does not have any lyrics (or lyrics in a different language). Classical, jazz, bluegrass, new age, and opera are all great music styles to choose from, and many free clips can be found on the internet. Feel free to choose any piece of music, but do not tell your students the name of the chosen piece. Play the recording for your students. As the music plays, challenge the students to sit quietly and listen to it carefully.



Provide each student with a piece of paper and drawing materials. As they listen through the music a second time, have the students draw the picture that the music creates in their minds. What do they think of when they hear the music? Does the music remind them of a certain time or place? Have each student present their drawing and explain it to the class. At the end of the activity, tell the students the name of the selected music.

**ELEPHANT**



**SQUIRREL**



**LION**



**ALLIGATOR**



**CHICKEN**



**SNAKE**



**MONKEY**



**COW**



**FROG**



**CAT**



**PIG**



**BEAR**



**DOG**



**GIRAFFE**



**DOLPHIN**

