

Awesome Icebreakers

K-P

Activities to Bring Out the Best in Your Group

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LEP interactive

Lucky Thirteens

Purpose: Stresses cooperation and teamwork with any age group; basic addition skills when used with younger children

Group Size: 10 to 50, divided into teams of 4 or 5

Time: 5 – 10 minutes

Supplies: None

Directions:

1. Divide the group into teams of four or five (see *Getting into Groups* on pages 23-24 for suggestions).
2. Have the members of each team face one another and hold one fist out in front of them.
3. On the count of three, each team member holds up from zero to five fingers. The object is to have the total fingers held up equal thirteen. No one may talk or plan how to do this before the game starts. It will easily take a few tries to get the lucky thirteen.
4. Change the lucky number for another round.

The Mall Game

Purpose: Helps group members learn one another's names in a fast, fun and effective way

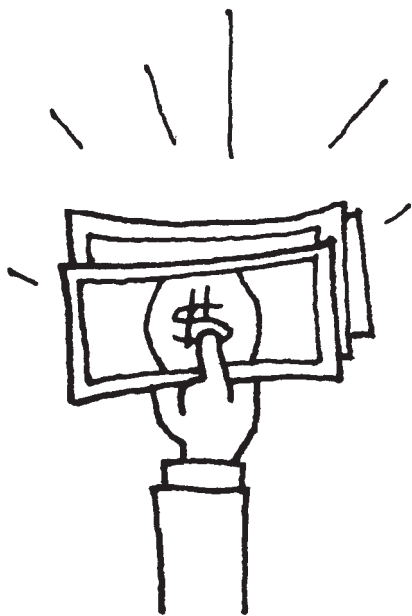
Group Size: 10 to 30

Time: 20 – 30 minutes

Supplies: None

Directions:

1. Ask the group to sit in a circle.
2. Tell everyone to imagine that they are shopping in a gigantic mall – a mall that has EVERYTHING! Each person needs to buy one item that begins with the first letter of his or her first name. Once everyone has thought of his or her item, the game begins.
3. Start by saying your own first name and the item you bought. For instance, I might say, "Patty Popcorn Popper." A variation is to add an action associated with your item while stating your name and item. I could quickly move my hands up and down in a jumping motion to represent the popcorn popper.
4. In turn, each person says his or her name and item and repeats the previous person's information. So, the second person would say "Jim Jack-in-the-Box, Patty Popcorn Popper."
5. Continue clockwise around the circle with everyone saying his or her name and item and repeating all previous information.
6. Since the first few people in the circle have fewer names and items to remember, and the last few people in the circle don't have their names repeated very often, you may want to go around the circle again and have each person repeat all the names and items one last time.
7. Remember that it is always okay to help people out if they forget any part of the information. We don't want to embarrass anyone; we want to learn names.



Variation: If the group is large, you may want to require that only the previous seven names be repeated.

People Bingo Worksheet

can juggle	saw a live concert in the past year	plays a fall sport	wears the same size shoe as you do
will sing "Row, Row, Row Your Boat" for you	has been to the movies in the last 2 weeks	read 3 or more books in the past 3 months	hates to mow the lawn
has been in a drama production	can cook a basic meal	has held a part-time job	favorite food is pizza
has a birthday in the same month as you	can tell you what CPR stands for	went to 3 or more baseball games this year	can do a cartwheel
knows a clean joke	has brown eyes	reads the comics in the newspaper	watches a reality show

Picture Proverbs

Purpose: Uses visual clues for a guessing game about well-known proverbs; can be done as a competition between two teams or as a whole-group activity

Group Size: 10 to 25

Time: 15 minutes

Supplies: Proverbs cut apart into slips and folded; paper and markers or chalkboard and chalk; stopwatch; hat or other container

Directions:

1. Put the folded proverb slips into a hat or another container.
2. Divide the group into two teams.
3. Team A selects someone to draw the first proverb. He or she picks a proverb out of the hat and begins drawing. No written words from the proverb may appear in the drawing, only pictures representing the words.
4. Time how long it takes Team A to guess the proverb. Record the number of seconds.
5. Team B selects a representative to pick a proverb and draw it. Record the time it takes Team B to guess the answer.
6. The turn goes back to Team A, which selects a second person to draw. Continue alternating teams until all proverbs are used.
7. The team with the lowest total time is the winner.

Variation: Do the activity without the competition. Select the appropriate number of group members to draw the proverbs and let everyone guess together. Demonstrate that you don't have to be an artist to get your ideas across.

Don't cry over spilt milk.

He who laughs last, laughs best.

A bird in the hand is worth two in the bush.

A stitch in time saves nine.

Don't put the cart before the horse.

Money is the root of all evil.

Too many cooks spoil the broth.

Look before you leap.

The early bird catches the worm.

Steady wins the race.

People who live in glass houses shouldn't throw stones.

Hear no evil, see no evil, speak no evil.

You will be judged by the company you keep.

Do as I say, not as I do.

Think before you speak.

Absence makes the heart grow fonder.

Out of sight, out of mind.

Every cloud has a silver lining.

Laugh, and the world laughs with you; cry, and you cry alone.

Beauty is in the eye of the beholder.

To err is human, to forgive, divine.

Monkey see, monkey do.