# ICEBREAKERS

#### **Questions for Participants**

Answering questions helps start discussions and increases comfort levels between members. Questions should be general in nature and not too personal. Have participants take turns going around the room, giving their names and responses to questions like:

- What is your home state?
- How many children do you have?
- What is your favorite vegetable?
- Where did you meet your spouse?

## Name Tentor Name Tag Activity

Fold sheets of construction paper into thirds, forming long tents. Have participants write their names on the front of the tents and draw their hobbies on the reverse side. Participants then walk around the room to introduce themselves and guess one another's hobbies.

There are probably other people in the room with similar interests. Another option is to use nametags. Have participants put their names and hobbies on the front of a nametag.

#### Who am I?

Pin the name of a famous person on the back of each group member. Have everyone ask questions requiring "yes" or "no" answers of one another for a preset amount of time. At the end of the time limit, go around the room, starting with yourself, and have everyone guess who they are. Keep the game as simple as possible by using themes—famous couples, star athletes, actors or other recognizable celebrities.

### Don't Say "I"

Give each person three pennies. Ask participants to move around the room, introducing themselves to one another and asking questions that might prompt a person to say "I." If anyone does, the participant collects a penny from the person who said "I." The person with the most pennies at the end of the preset amount of time wins a small door prize.

#### *M&MGame*

Pass around a bag of small candy such as mints, Skittles, M&Ms, etc., and tell everyone to take some. After they have taken some, say, "OK, now you have to tell us something about yourself for each piece of candy in your hand."