

Icebreakers

Telephone – a communication builder

Remember the old telephone game? Ask club members to form a line. Whisper a phrase into the first person's ear. This person then whispers into the next person's ear and so on until the message reaches the end of the line.

Ask the person at the end of the line to repeat the message.

Chances are that the message will be very garbled and not at all close to the original message.

This activity helps club members realize the importance of receiving a message firsthand and the need to verify second hand information. Critical details can get lost along the way.

Bet You Didn't Know! – a friendship builder

This game will help club members learn about one another. Distribute small pieces of paper. Ask each club member to write three fun things about themselves that no one else would know. Here are examples of things club members might write down: I play guitar. I like to sew. My favorite cartoon character is Scooby Doo.

Everyone folds their piece of paper and places it in a basket. The faculty advisor collects all the paper and shuffles them so they are out of order. The faculty advisor then asks someone to pick a sheet of paper and read what is written. The rest of the club members must then guess who wrote the information.

This is a great icebreaker. It helps club members learn interesting things about one another.

The Triangle Exercise – a team builder

Divide club members into groups of three. Give each group a piece of paper and each person in the group a pencil.

Instruct the students to draw triangles. The catch is that each person in the group must draw one line of the triangle, and they must take turns drawing these lines. Allow the groups of three to begin by drawing triangles within a 60-second time period. Begin timing the groups and let them draw. After 60 seconds, find out how many triangles each group drew.

Instruct club members that this time they should draw as many triangles as possible within the 60 seconds using the same method, but they have 60 seconds to first discuss how they will draw their triangles. Allow the groups 60 seconds of discussion time. Then begin the second exercise. At the end of the exercise, ask each group to share their drawing process and how many triangles they have drawn. The group with the most triangles receives a prize.

Name tags

After participants have filled out their name tags, direct them to introduce themselves to someone in the group whom they do not know. Tell them to exchange information about themselves for two minutes.

When time is called, ask participants to exchange name tags with their partners they then go on to meet another participant and discuss only the person whose name tag they are wearing.

Again, when time is called, the participants switch name tags and find others to talk to, talking only about the person whose name tag they are wearing, as before.

Continue this for several rounds, depending upon the time available. At the conclusion, ask participants to retrieve their own name tag.

Hum-Dinger

Based on the number of people playing, decide how many groups there will be and how many people you'd like in each group. Pick a common song for each group, such as "Three Blind Mice" or "Home on the Range," and make a strip for each member of that group with that song name on it. For instance, if you have 15 people, pick three songs and make five strips for each song.

Distribute the strips randomly, telling participants not to share their song until you say, "Go!" Then they find their other group members only by humming their assigned tune.

Tell them, "There is a great deal of talent and skill in this room. We are here to explore some of this talent. Each of you will be given a piece of paper on which is written the title of a common song. Please look at the title, but don't share it with anyone else. When I say go, please wander around the room humming your tune until you find all of the other members of your group with the same song."

When the small groups have been formed, they can take turns singing their song for the whole club.