

FINGERS IN THE MIDDLE

Icebreaker Activity



Instructions

STUDENTS BEGIN THE GAME IN A CIRCLE, AND ALL HOLD THEIR 10 FINGERS UP IN THE AIR. TAKING TURNS, STUDENTS ASK A PERSONAL QUESTION THAT REQUIRES A YES OR NO ANSWER; FOR EXAMPLE, "I HAVE A DOG". THOSE WHO CAN'T ANSWER YES TO A QUESTION DROP A FINGER. THE WINNER IS THE LAST PERSON WITH A FINGER LEFT RAISED. THIS IS A GREAT GAME FOR A NEW GROUP TO GET TO KNOW EACH OTHER.



BreakAppz



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