

# top 5 icebreakers

@DaleSidebottom

## SPECTRUM

This activity is completed without any verbal communication. The group leader will set the group a number of challenges to complete. For example, line up from lightest hair colour to darkest, lightest eye colour to darkest, surnames starting from A to Z, birthdays from January to December or tallest to smallest. You can use any of these or make up some of your own. The challenging task is for the group to do this without talking. They can use sign language or fingers to try and count or show a letter or number, but they are not allowed to talk.

## HOW MUCH DO I USE?

Students are to sit down in a circle inside or outside. Pass around a roll of toilet paper. One at a time the students are to tear off the amount of toilet paper they would normally use. Next go around the group and each person is required to say one thing about himself or herself, for each square of toilet paper they ripped off. Make sure you don't tell them this until everyone has taken their quantity of toilet paper.

## I LOVE YOU HONEY

The class stands in a large circle with one person as 'it', in the middle of the circle. Their job is to try to make one student laugh, but the only thing they can say is, "I love you, honey, give me a smile". Then the person they say that to has to say, "I love you, honey, I just can't smile". If the person cracks a smile or starts laughing they swap with the person in the middle. You are not allowed to touch each other, or say anything else besides the two lines. You have to find a way to say it to get them to laugh.



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## WHAT ANIMAL ARE YOU?

The class starts by standing in a circle. This game can be played inside or outside. The group leader will start by saying what animal they would be and why. For example, "Hi, I am Dale and I would be a dog because they get to sleep all day and run around after cats." Then members of the group get to ask the person questions about the animal. For example, what colour would your fur be? What breed would you be? Then once the person has answered two questions you move on to the next person.



## DUCKS & COWS

To begin the game, all students shut their eyes. The teacher divides the students into two sub groups; a tap on the right shoulder makes them a duck and a tap on the left shoulder makes them a cow. Eyes are then opened and on the 'Go' sign both groups try to find each other by quacking and mooing. This is a fun, silly physical icebreaker. You can change the animals to anything to suit your students.