

## ACTIVITIES AND ICE BREAKERS FOR ANY USE

### Hopes & Concerns (Can also be called Love & Wish)

**Materials:** blue and yellow index cards

**Instructions:**

- Have each person write down on the yellow index card their HOPE for today and on the blue index card their CONCERN for the day (legibly). Let them know they are not to put their names on them.
  - Alternatively, it could be What I LOVE about working here and what I WISH happens today
- Collect them.
- Shuffle them and then pass them back out so that each person has a card of each color (most likely not theirs).
- Have them read out their cards, while you capture the HOPES and CONCERNS in two columns of a flip chart page.

### Open Introduction

**Instructions:** During introductions, have each person say (select 3):

- Name
- Department
- What they want from today
- What was their first job and what is a lesson learned that they still apply today

### Fun Bag

**Materials:** Lots of items (e.g., tooth brush, mask, tape, binder clip, pencil sharpener, ruler, kids toy, tea bag, tennis ball, violin bow, pin pong paddle, Pokemon card - I go through my house and pick up stuff that seem interesting)

**Prep:** Spread items out on a large table at the back of the room

**Instructions:** Have participants pick up something from the table that connects to what they contribute to the team (and share during the introduction) in large group.

### Best Manager

**Prep:** On flip chart write: "The best manager I ever had was..."

**Instructions:**

1. Have everyone write a name down on the flip chart page.
2. At tables, have them come up with the qualities that made these people "a best manager."
3. Discuss for 5 minutes. Share in open.

## Similarities in Circles

### Instructions:

1. Break into groups of 3-4, with flipchart paper
2. Have groups draw a circle in the corners, writing the name of each participant toward the top inside a circle. Leave space in the center of the flipchart.
3. Each person fills in something unique about them in their corner circle, something that no one in the group can say about themselves (You can set parameters like: your similarity can't be that you work for the same company; the identifiers need to be something that isn't physically apparent (like hair color, only man in the group))
4. In the center, have them write something they all have in common.

## Room of Cards

**Materials:** Playing cards

### Instructions:

1. Pass out one playing card to each participant, face-down.
2. On your cue, ask participants to turn over their playing cards.
3. They are to find others with their suit, but they are not allowed to talk or show their card. For example, if a person had a spade, they may illustrate that by pretending to dig a hole.
4. Once participants are in their groups, they are to introduce themselves and come up with a list of 3 things that they would like to learn today.
5. Flip chart them (or have them)
6. Share in large group

## Tearing Paper

1. Give a single blank 8 1/2-by-11-inch sheet of paper to each participant.
2. SAY: "We are going to play a game that will show us some important things about communication. Pick up your sheet of paper and hold it in front of you. Now, close your eyes and follow the directions I will give you—and no peeking! Participants cannot ask questions."
3. Give the following directions, carrying them out yourself with your own sheet of paper and pausing after each instruction to give the group time to comply:
4. The first thing I want you to do is to fold your sheet of paper in half.
5. Now tear off the upper right-hand corner. o Fold it in half again and tear off the upper left hand corner of the sheet.
6. Fold it in half again.
7. Now tear off the lower right-hand corner of the sheet."

### Debrief

1. After the tearing is complete, have them open your eyes.
2. SAY: If I did a good job of communicating and you did a good job of listening, all of our sheets should look the same!"
3. Hold your sheet up for them to see. It is highly unlikely any sheet will match yours exactly