**Icebreakers**

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| **No.** | **Icebreaker** | **Kit** | **Risk** | **Activity Type** |
| 1. | **Mentor Introduction**   * Name * Degree * Picture (drawn) * Main memory of Induction week * What I wish I had known / done | * Paper * Marker pen |  | * Mentors * Can be extended to mentees |
| 2. | **Fruit Salad**   * Everyone sits in a circle (including mentors) and going around the circle everyone makes one statement (i.e. I have a sister) then everyone who has a sister has to move seats. * The mentors are allowed to shout fruit salad in which case everyone has to move seats and sit next to someone new. * (Ask if anyone hasn’t asked a question and then if anyone wants to know about anything in particular about the other students) | * Set up chairs / tables in a circle | As students are moving around, need to ensure the space is clear of chairs, bags and desks. | * Group * Active |
| 3. | **Name (Standing order):**   * Stand in order of 1st name … it’s a useful way to get them to find out each other’s names | * Sticky name badges can be useful |  | * Group * Active |
| 4. | **North – South (Standing order):**   * The class must arrange themselves in order of their hometown on the map from north to south. This is to mix-up the class. * Useful way to split the class into new groups. |  |  | * Group * Active |
| 5. | **Birthday (Standing order):**   * Stand in order of birthday (ignore the year) - without talking … so students have to adapt, mime etc. |  |  | * Group * Active |
| 6. | **I’ve done something you’ve not done**   * Ask students to work in pairs and answer the question “I’ve done something you’ve not done”. * After 5 mins, ask them to come out to the front and state their partners answer to the class |  |  | * Pair |
| 7. | **Twenty Questions**   * Get students to stand in pairs & ask each other list of questions * Switch around after 3-5 minutes * Make changes quicker as time proceeds & groups get bigger | * List of 20 questions (in Icebreaker file) | Be proactive in getting students to talk to new people & move them around. | * Pair * Small Group |
| 8. | **Bingo**   * Ask students to find others in the room who have the characteristics shown on the PowerPoint slide. * They need to try and find one different person for each characteristic and note their name. * After 5 mins, ask the students to feedback who they found in each category. | * Print / show on screen PPT slide with list of attributes |  | * Group * Active |
| 9. | **Two truths, one lie**   * Each person thinks up 3 facts about themselves … 2 true & 1 lie … The rest of the group has to work out which statement was a lie. |  | Students must be fairly confident to do this. | * Group |
| 10. | **Silly Rant**   * Get everyone to write a topic on a piece of paper * Each person picks a topic out * They have to talk for as long as possible on the given theme (up to 1 minute) * If they run out of things to say then the next person has to leap in. |  | Students must be fairly confident to do this. | * Group / Small group |
| 11. | **Tower Game**   * Each group is given a copy of the Metro * Asked to build the most beautiful tower * At the end each group has to present their tower & try to sell it’s properties | * Copies of the Metro x number of groups |  | * Small Group: 4 – 8 * 10 – 15 mins |
| 12. | **Helium stick** **game**   * One stick/tube/ruler etc for each team. * All team members must keep both index fingers in contact with the stick from underneath (palms facing upwards). * The first team to lower their sticks to the floor wins. * **Do not tell the groups this until after the game: -** The sticks will initially rise as each individual tries make sure that they are touching the stick from underneath.  - The combined micro movements cause the teams to inadvertently lift the stick  - The game will be completed successfully when the team discuss the problem and communicate. This usually requires someone to take the lead.  - Or they may never manage! (5 mins) | * 1 metre Ruler / Tube |  | * Small Group: 4 |