CKI®

FLORIDA DISTRICT

Icebreaker Guide

Icebreaker Purpose:
This guide provides multiple icebreakers that can be used for in-person or virtual CKI meetings. It can also be used during parties or socials.

Version 1.0

VIRTUAL ONLY

1. Hearing Things
   One person is given a word or phrase. This person then will put themselves on mute (camera on) and say the word to the rest of the group. The group has to figure out what the person is saying by reading their lips. Once the group has their guess, the person will unmute themselves and share what the word/phrase was. Participants will take turns going on mute and saying a word.
2. Charades
   Meeting participants will take turns acting out something for the rest of the group until the group guesses correctly or time runs out. Each meeting participant will have a turn acting something out.
3. Show and Tell
   Team members take turns showing everyone something they like, something that is meaningful, something they find funny, something on their desk, their pet, etc. Team members can also explain why they chose this to show everyone.
4. Scavenger Hunt
   In this icebreaker, participants will search for objects typically found on their desk, in the office, or at their home. Items could be specific, such as a post-it note, or general, such as something orange. Participants will get points for each object they were able to collect in the time frame given and will have a chance to share what they came up with for the general requests.

VIRTUAL ONLY

5. Guess Who

   This icebreaker is based on the board game Guess Who. As host, choose a random member, but do not share who you choose. Allow all players to take turns guessing traits. As traits are revealed (such as hair color, if they wear glasses, etc.), players will turn their cameras off when they are eliminated because the trait does not apply to them. For example, if the chosen member wears glasses and this trait is revealed through a question, any member without glasses would turn their camera off. The game ends when only one person remains, and the turn-taker confirms the identity of the "person."

   Detailed Instructions:

   - Materials: none
   - Groups: works best with a group of 10 or more
   - Sample Script:
     - This icebreaker is based on the board game Guess Who. We will take turns being the host. The host will choose one random member that is here right now but will not share who they chose. Everyone else will take turns guessing traits, and the host will confirm if the person they chose has this trait. As traits are revealed (such as hair color, if they wear glasses, etc.), players will turn their cameras off when they are eliminated because the trait does not apply to them. For example, if the chosen member wears glasses and this trait is revealed through a question, any member without glasses would turn their camera off. Members who have been eliminated can still have turns asking questions. At any point, if you think you know who the host chose, you may use your turn to guess. The host will confirm if you are correct. The game ends when the host's person is identified.
   - Instructions:
     1. Read the script
     2. Pick a host
     3. Instruct the host to choose a member
     4. Have the remaining participants take turns guessing the traits of the member
     5. After each guess, the host will confirm if the member has this trait
     6. After each guess, participants who do not have the trait turn off their cameras. These participants can still take turns guessing traits but have been identified as not being the member
     7. As the pool of potential members becomes smaller, participants can guess who the member is, and the host will confirm or deny their guess
     8. The game is over when the member is identified

VIRTUAL OR IN PERSON

6. Pictionary
   Team members will take turns drawing something for the rest of the group to guess. They will have one minute each for the group to guess what they are drawing. Each team member will have a turn drawing something.
7. Would you Rather?
   Team members will use the reactions to indicate their opinion on Would you Rather questions that are shared from a PowerPoint presentation. For example, if a team member likes the first option better, they react by clapping. If they like the second option better, they react with a heart. Team members can discuss why they chose the option they did. In-person, have participants move to different sides of the room depending on which option they like better.
   Detailed Instructions:
   - Create Would you Rather PowerPoint ahead of time
     - Online: use reaction buttons to indicate which option you like better. Heart for the first option, clap for the second
     - In-person: move to the side of the room of the thing you agree with. Left for the first option, right for the second
   - Instructions:
     1. Read the script
     2. Pull up the PowerPoint
     3. Read through the questions, allowing time for everyone to react/move to one side of the room or the other
     4. Once the allotted icebreaker time is over, the activity is done
8. Two Truths and a Lie
   One at a time, team members will share three things about themselves, two of which are true and one that is a lie. The other team members guess which is the lie.
   Detailed Instructions:
   - Materials: none
   - Groups: no more than 10 people per group
   - Sample Script:
     - We will be playing the game Two Truths and a Lie. In case you have not played this before, here is how you play. One at a time, everyone will share 3 things about themselves. Two of these things will be true and one will be a lie. Everyone else must guess which is the lie.
   - Instructions:
     1. Read the script above
     2. Split everyone into teams (if you have a large group)
     3. Begin the icebreaker
     4. When everyone in each group has gone, the icebreaker is over
9. Guess the Team Member!
   Have team members send in a fact about themselves ahead of time (something unique and fun), and then as host, read the facts aloud to everyone, and then have the group guess whose fact it is.

VIRTUAL OR IN PERSON

10. Chameleon

Send everyone individually the same word, except for one person that will have the word "Chameleon". Do not have team members reveal what their word is. One by one, everyone will say a word that describes the word they were told, including the chameleon who does not know the word. Then, once everyone has gone, discuss who everyone thinks the chameleon is and vote using the chat box. If the chameleon is identified, they lose.

In-person, give each person their word on a slip of paper instead of privately messaging them and everyone will vote on the chameleon by pointing rather than the chat box.

Detailed Instructions:

- Materials: pieces of paper with words on them
- Groups: no more than 10 people per group
- Sample Script:
  - Today we will be playing a game called Chameleon. To play this game, split into teams of no more than 10 people. Teams will stand in a circle. I will come around with pieces of paper. Each piece of paper will have the same word written on it, except one, which will say chameleon. No one should reveal to the team what their slip of paper says. Everyone will have to say a word that describes the word written on the paper, including the chameleon. At the end, everyone will guess who they think the chameleon is. If they guess right, the team wins, but if they guess wrong, the chameleon wins. For example, the word may be "soda". Everyone who knows the word may say things like "bubbly", "carbonated", "sweet", etc. The chameleon has to listen to those and try to find a word that fits the category without actually knowing the word. In the unlucky event that the chameleon is randomly selected to say the first word, the chameleon should still pretend like they know the word even though they have no idea what it is. Once everyone has said a word, briefly discuss who you think the chameleon is and then vote on who it is by pointing at the same time to who you personally think the chameleon is.
- Sidenote: if you are playing this online, instead of slips of paper, you will message each player privately via Teams. To vote, have players put in the chat box who they think is the chameleon.
- Instructions:
  1. Have the pieces of paper ready
  2. Read the script
  3. Have everyone divide up into teams. Make sure that the teams stay with no more than 10 people.
  4. Go to each team and give each person a slip of paper with a word. Ensure that the chameleon slip is given out
  5. Teams will play the game on their own time. When a team finishes, give them a new word
  6. When the allotted time for the icebreaker is up, the game is over

VIRTUAL OR IN PERSON

11. Werewolf

At least 5 people, not including the person running the icebreaker, are needed for this icebreaker. Assign everyone a part. In a group of 5, there will be one werewolf, one medic, one seer, and two villagers. Have all players close their eyes and wake up each character one by one. The werewolf chooses someone to kill, the medic chooses one person to save, and the seer can ask if someone is the werewolf and be told yes or no by the moderator. After the three characters have gone, the moderator wakes everyone up, everyone is told what happens, and players debate who the werewolf is.

Detailed Instructions:

- Materials: none
- Groups: at least 5 people, not including the host, are needed for this icebreaker
- Sample Script:
  - This is a game called Werewolf. One person will be the werewolf, one person will be the medic, one person will be the seer, and everyone else are the villagers. I will message you what your role is. *If you are playing in person, have everyone close their eyes, announce what you are assigning and tap someone on the shoulder to give them a role*. Do not share your role with anyone. The goal of the game is to reveal who the werewolf is before the werewolf kills everyone. I will say "night has fallen" and everyone will close their eyes. First, I will wake up the werewolf and ask who they would like to kill. The werewolf will message me privately/point to their response and then close their eyes. Next, the medic will wake up. I will ask who the medic would like to save. The medic will message me privately/point to their response and then close their eyes. The medic can save themselves. Finally, the seer will wake up. I will ask the seer who they think the werewolf is. They can only guess once per game who the werewolf is. They will message me privately their response/point, I will confirm if this person is the werewolf or not, and then they will close their eyes. Next, everyone will wake up and I will announce who was killed and who was saved. Players can debate who the werewolf is and then take a vote on who they think the werewolf is. The person who has the most votes is killed off and they reveal their identity (aka, if they are the werewolf, the medic, the seer, or a villager). Once you have been killed, you cannot guess who the werewolf is. Rounds of this continue until either everyone but the werewolf is dead, or the werewolf is identified.
- Instructions:
  1. Read the script
  2. Assign roles via private chats/by tapping people on the shoulder when everyone has their eyes closed.
  3. Announce "night has fallen"
  4. Wake up the werewolf and ask who they would like to kill.
  5. Put the werewolf to sleep again
  6. Wake up the medic and ask who they would like to save
  7. Put the medic back to sleep
  8. Wake up the seer and ask if they would like to guess who the werewolf is

a. If they say yes, confirm if their suspicion is correct. They can only ask one time per game if someone is the werewolf
b. If they say no, put them back to sleep

9. Wake everyone up.
10. Announce who was killed and who was saved
11. Let participants discuss who they think the werewolf is
12. Have participants vote on who the werewolf is. The person with the most votes is killed off and must reveal their identity
13. Repeat steps 3-12 until the werewolf is identified or everyone but the werewolf is dead

12. Can You Hear Me Now?

Name one person as the Describer and the other players as Artists. The Describer must explain to the Artists how to draw an item like a sunflower, kite, or calculator using only geometric terms. For example, you could say "draw a large square" and then add "add a line at a 45-degree angle from the top", but not "draw the letter E".

Detailed Instructions:

- Materials: paper, pens
- Groups: n/a
- Sample script:
    - This icebreaker is called Can you Hear me Now? One person will be the Describer and everyone else will be the Artists. The Describer must explain to the Artists how to draw an item like a sunflower, kite, or calculator using only geometric terms. For example, you could say "draw a large square" and then add "add a line at a 45-degree angle from the top", but not "draw the letter E". The artists have to follow these instructions and try to draw the image being described without actually knowing what it is. Once the Describer has finished their description and the Artists have finished their drawings, the Artists will share their finished product and the Describer will tell them what they were trying to draw.
- Instructions:
    1. Read the sample script
    2. Assign someone as the Describer
    3. Make sure everyone has paper and a writing utensil
    4. Have the Describer begin their item description
    5. Once the Describer is finished, have Artists share their finished product.

VIRTUAL OR IN PERSON

13. CKI Trivia

Have team members split into teams and answer trivia questions about CKI or about another subject more specific to your team.

Detailed Instructions:

- Materials: flashcards, paper to write teams points on
- Groups: at least two groups. For large groups, no more than 10 people per group
- Sample Script:
  - Today we will be playing CKI Trivia, where all the questions are questions about CKI. How this will work is we will break up into teams. I will ask a question and if your team thinks they know the answer, you will buzz in by making a buzzing sound and raising your hands. If you get the question right, you will get a point. If it is wrong, the remaining teams will buzz in again to try to earn the point. The team with the most points at the end of the game wins. If we get through the last question and there is a tie, we will have a tie-breaker question.
- Instructions:
  1. Read the script above
  2. Split everyone into teams
  3. Have a paper to keep track of team scores
  4. Ask the questions
  5. Once all the questions have been asked and there is a winner, declare the winner, and the icebreaker is over
- Sample Questions:
  1. What year was CKI founded?
     a. 1936
  2. What year was Kiwanis founded?
     a. 1915
  3. The 5 divisions of CKI Florida.
     a. Suwannee
     b. Panhandle
     c. Citrus
     d. Goldcoast
     e. Everglades
- Tiebreaker:
  Name as many members of the permanent District Board Positions as possible in the next 30 seconds
  - Governor, Secretary, Treasurer, Editor, Suwannee LTG, Panhandle LTG, Citrus LTG, Goldcoast LTG, Everglades LTG, Conventions Chair, Kiwanis Family Relations Chair, Legal Chair, Membership Education and Development Chair, and the Public Relations Chair.

14. True or False

Read true or false statements to team members and have them vote if that is a fact or if it is made up. The facts could be about CKI or just any other random facts.

VIRTUAL OR IN PERSON

15. Newlyweds Game

Have team members pair up with someone they feel they know very well. Ask the pair questions about each other and have them guess things about their partner. Pairs get points for getting questions about each other correct. The team with the most points wins.

Detailed Instructions:

- Materials: paper, pens
- Groups: teams of 2
- Sample Script:
  - We are going to test how well you really know your members by playing The Newlyweds Game! Everyone will partner up with someone they feel they know very well. If you do not know anybody, that is okay! Partner with anybody and do your best to guess the answer to the questions. In each team, one person will be Person A and the other will be Person B. When I ask Person A a question about Person B, Person A will write on their paper what they think Person B would say to the question, and Person B will write down their own answer. The same goes for when Person B is asked a question about Person A. Once every team has finished, share your answers. If your answers match, your team gets a point. No cheating! Each person will be asked 5 questions, so your team can earn up to 10 points.
- Instructions:
  1. Prepare materials
  2. Read the script
  3. Have everyone team up
  4. Hand each person a piece of paper and a pen
  5. Ask the questions below
  6. Once all the questions are asked, have each team tally up their points
  7. Ask if anyone got all 10 points, then ask if anyone got 9 points
  8. Clap for the teams that did well
  9. The icebreaker is now over
- Questions:
  1. Person A, what is Person B's favorite color?
  2. Person B, which celebrity would Person A say is their favorite?
  3. Person A, what does Person B order from Starbucks?
  4. Person B, if Person A has a day off, what are they likely to do in their free time?
  5. Person A, if Person B is sitting down to watch TV, what show are they most likely to put on?
  6. Person B, what did Person A study in school?
  7. Person A, what is Person B's dream car?
  8. Person B, how long has Person A worked at Edwards?
  9. Person A, what is Person B's favorite food?
  10. Person B, what is Person A's favorite season?

VIRTUAL OR IN PERSON

16. 20 Questions

    One team member will think of a person, place, or thing. The remaining team members will have to guess what the team member is thinking of by asking 20 yes or no questions which the team member who thought of the person/place/thing will answer. If the group guesses in 20 questions or less, they win.

17. Story Time

    Pick a random topic and split the team into groups. Within each group, they will create a story based on the topic. The catch is that they will make this story 3 words at a time. Team members will take turns each adding 3 words to the story until they have a complete story. Groups will read their story to the whole team and the team will vote on the best story.

18. PowerPoint Game

    For this icebreaker, you will need to create a few fun PowerPoints on random topics. During the game, ask for a volunteer to come up and present the PowerPoint as if they made it themselves and prepared for the presentation. Encourage other team members to ask questions. The more random the PowerPoint is, the more fun the game is. Sample PowerPoint topics could be "Why Edwards should be a sneaker company instead of a MedTech company" or "Team members as dogs".

    Detailed Instructions:

    - Materials: PowerPoints premade
    - Groups: n/a
    - Sample Script:
        - This is the PowerPoint game. For those who have not played this before, each volunteer will present a random PowerPoint that they have never seen as if they made the presentation and have prepared for it beforehand. Try to elaborate on points to make the presentation engaging and fun. Audience members are welcome to ask questions throughout the presentation and at the end. Are there any volunteers?
    - Instructions:
        1. Cue up the PowerPoints ahead of time
        2. Read the script
        3. Pick the 2-3 volunteers
        4. Start the first PowerPoint for the first volunteer, clicking through the slides when prompted by the volunteer, until the presentation is over.
        5. Repeat step 4 for the second (and potentially third volunteer)
        6. Once the last presenter goes, the icebreaker is over.

VIRTUAL OR IN PERSON

19. Scattergories

    Send team members a Scattergories slip ahead of time. During the icebreaker, give them the letter and 3 minutes to produce something that starts with that letter for each category on the slip. Have everyone share what they put for the categories. Points are only given for answers that are not repeated.

    Detailed Instructions:

    - Materials: Scattergories slips, pens
    - Groups: either play as individuals or in small teams if there are a lot of participants
    - Sample Script:
        - We will be playing the game Scattergories. Each team will be given a slip of paper with categories on it and blank spaces. I will give everyone a letter. You will have 3 minutes to fill in the categories with something that starts with the letter given. At the end of the 3 minutes, we will all compare answers. If you give the same answer as someone from another team, you do not get a point for that answer. The team with the most points at the end wins.
    - Instructions:
        1. Read the script above
        2. Split up everyone into teams (if applicable)
        3. Give each group/participant one slip of paper and a pen
        4. Tell everyone the letter at the same time.
        5. Set a timer for 3 minutes
        6. Start the clock and tell everyone to begin
        7. After 3 minutes, tell everyone to put their pens down
        8. Have the first team/participant say what they put down and instruct other teams/participants to cross out anything they had that was the same
        9. Go through all the teams/people
        10. Have the teams/participants tally their points (one point for each answer that was not repeated)
        11. The team/participant with the most points wins

20. Mad Libs

    Split the club into small groups (if necessary). One person will be in charge of the mad lib and will ask the other people in their group to fill in the blanks until they have a finished story. Groups will share their finished stories with the whole club.

VIRTUAL OR IN PERSON

21. Outburst

This icebreaker is similar to Family Feud but without Steve Harvey and his mustache. Split all the players on your call into two teams and pick a host. This timed board game's objective is to write as many items as possible down that apply to a certain category, like "Things in a Home," within a 5-minute time frame. The more you have that are on the game host's list, the more points you get!

Detailed Instructions:

- Materials: paper, pens
- Groups: 2 groups
- Sample Script:
  - This icebreaker is similar to Family Feud but without Steve Harvey and his mustache. One person will be our host and everyone else will be split into two teams. The goal of the game is to write as many items down that apply to a certain category, like "Things in a Home". The more you have that are on the host's list, the more points you get.
- Instructions:
  1. Prepare categories ahead of time. Here are some sample categories:
     a. Things in a home
     b. Sports
     c. Things you hear on a Teams call
     d. Animals that start with the letter M
  2. Read the script
  3. Pick a host
  4. Split everyone else into two teams
  5. Tell everyone the category
  6. Teams will work together to create their lists while the host creates their list
  7. After 5 minutes, have everyone come back together and have the host reveal their list.
  8. Ask teams to share their lists
  9. The team with the most items from the host's list wins

22. Guess the Movie

Take a one-sentence bad description of a movie and everyone has to guess which movie it is. For example, "Man ends world hunger with his rock collection" is a description of Avengers: Infinity War. 25 Bad Movie Descriptions As True As They Are Funny (ranker.com)

23. Movie Pitch

Split into groups. Everyone will have 5-10 minutes to produce the best movie idea that they can. Once time is up, groups will pitch their movie idea to everyone, and participants can vote on the best movie.

24. Holiday Season

Split participants into groups. Everyone will have 5-10 minutes to invent a new holiday. Encourage the groups to think of a holiday name, what they are celebrating, traditions associated with that holiday, etc. When time is up, groups will pitch their holiday idea to everyone, and participants can vote on the best holiday.

VIRTUAL OR IN PERSON

25. Unpopular Opinions

    Have participants write on a slip of paper an unpopular opinion that they have. An example of unpopular opinions is "Pineapple belongs on pizza" or "Dunkin coffee is better than Starbucks". Read the slips aloud and have participants guess whose opinion it is and if they agree or disagree with the opinion.
    If playing online, have participants private message you their unpopular opinions.

26. Rather Than

    If there are more than 10 people participating, split participants into groups. Groups should arrange themselves in a circle. In each group, one person will start by saying something they would like to do. For example, you might say, "I would like to see Elton John in concert." The next person will say something they would rather do than that. For example, they may say, "Rather than see Elton John in concert, I would like to skydive.". The next person would say something like, "rather than see Elton John in concert or skydive, I would like to…". This continues until it gets back to the first person, who must repeat everything said by the group.
    If playing online, instead of arranging themselves in a circle, groups should establish an order.
    Detailed Instructions:
    - Materials: none
    - Groups: 10 people or less per group
    - Sample Script:
        - We will be playing a game called Rather Than. Groups should arrange themselves in a circle. In each group, one person will start by saying something they would like to do. For example, the first person might say, "I would like to see Elton John in concert." The next person will say something they would rather do than that. For example, they may say, "Rather than see Elton John in concert, I would like to skydive.". The next person would say something like, "rather than see Elton John in concert or skydive, I would like to…". This continues until it gets back to the first person, who has to repeat everything said by the group. This icebreaker is a fun (and challenging) way to get to know each other a little better.
    - Instructions:
        1. Read the script above
        2. Split everyone into teams (if applicable)
        3. Instruct everyone to begin
        4. When everyone has circled back to the first person, the icebreaker is over

27. Problem Solver

    Split participants into teams. Give everyone a problem (the more ridiculous the problem, the more fun the game), and then give teams 5-10 minutes to come up with a ridiculous solution to the ridiculous problem. When the time is up, teams will share their solution with the whole group.

IN PERSON

28. Murder

In this game, the host will have everyone close their eyes and then select one person to be the murderer by tapping their shoulder. Everyone then opens their eyes and goes around shaking hands with everyone else. The murderer will "kill" people by scratching the palms of people they shake hands with. Once someone's hand is scratched, they will "die" within the next 20 seconds. If someone thinks they know who the murderer is, they can pause the game and make an accusation. The host will confirm if they are correct or not. The goal is to identify the murderer before everyone is killed.

Detailed Instructions

- Materials: none
- Groups: n/a
- Sample Script:
  - Today, we will play a game called Murder. How the game works is that I will ask everyone to close their eyes and put their heads down. I will then walk around the room and tap one person on their shoulder. That person is the "murderer." If I tap you, do not reveal yourself to anyone. Then, I will have everyone open their eyes and the game will begin. Everyone will walk around the room, shaking hands with each other and introducing themselves, and saying one fact about themselves. If you are the murderer, the goal is to "kill" as many people as possible without getting caught. You "kill" someone by subtly scratching the palm of their hand as you shake hands with them. You do not have to scratch the hand of everyone you shake hands with. If you get your hand scratched by the murderer, wait no more than 20 seconds before "dying". When you die, you can be as dramatic or as anticlimactic as you would like, and then return to your seat. If you get scratched, you are no longer able to accuse anyone of being the murderer. Everyone else, if you suspect someone may be the murderer, announce to the crowd who you think it is. If you are right, the murderer loses. If you are incorrect, the game continues. If the murderer is the last person standing, they win.
- Instructions:
  1. Read the statement above.
  2. Have everyone close their eyes and put their heads down.
  3. Select one person to be the "murderer" by tapping them on the shoulder. As host, you can participate as well, just don't guess who the murderer is.
     a. For a fun twist, select yourself as the murderer. No one will suspect it!
  4. Have everyone open their eyes
  5. Let the game begin
  6. Everyone will mingle, and people will periodically die off
  7. When someone accuses someone of being the murderer, you confirm or deny their accusation
  8. The game ends when either the murderer is caught, or the murderer is the last person standing

IN PERSON

29. Marshmallow Challenge

In a set amount of time, teams can use 20 sticks of spaghetti, one yard of tape, one yard of string, and one marshmallow to build the tallest structure with the marshmallow on top.

Detailed Instructions:

- Materials: marshmallows, spaghetti, tape, string, scissors
- Groups: at least 2 groups, ~ 5 people per group
- Sample Script:
    - This icebreaker is called the Marshmallow Challenge. Everyone will work in teams of 5. Each team will be given 20 sticks of spaghetti, one yard of tape, one yard of string, and one marshmallow. The goal is to make the tallest structure possible with the marshmallow on top. The team with the tallest structure wins. You will have 10 minutes. *Time can be adjusted depending on how much time you have available
- Instructions:
    1. Prepare the materials
    2. Read the script
    3. Divide participants into teams
    4. Provide them with materials
    5. Start the timer
    6. Once the time is up, judge which tower is the tallest
    7. The tallest structure wins

30. Paper Airplanes

Split participants into small teams. Each will have 5 minutes to make the best paper airplane they can. Once 5 minutes is up, go into a long hallway or outside and throw the paper airplanes at the same time. The team whose paper airplane goes the farthest wins.

IN PERSON

31. Chain Charades

Participants will stand in a line, each person facing someone's back. The person at the back of the line will be told something to act out and act it out for the person in front of them. The second person will guess, but not confirm with the first person, what was just acted out and act it out for the person in front of them. This will continue until the last person in line sees the thing acted out. They will guess what it was.

Detailed Instructions:

- Materials: none
- Groups: no more than 10 people per group
- Sample Script:
  - We will be playing Chain Charades. Everyone will stand in a line, with their face looking at someone else's back. The person at the back of the line will be told something to act out. After thinking about how to act it out for a few seconds, tap the shoulder of the person in front of you. When tapped, turn around to face the person behind you. Watch what they act out and guess (not out loud but in your head) what they are trying to act out. Once you think you know, tap the person in front of you and act it out. This chain will continue until the person in the front of the line has seen the person behind them act something out. The first person in line will then guess what the word was and the last person will confirm if they got it right or not.
- Instructions:
  1. Read the script above
  2. Have everyone divide into teams (if you have a large group)
  3. Have everyone line up
  4. Whisper to the person who will act out the first word. Each team will have a different word. Possible words include: gardening, taking an exam, barista, tornado, flying a kite, leapfrog, pigeon, Jurassic park, football, rock climbing, baking a pie, and eating a lemon.
  5. Once the teams finish, assess if there's time for another round.
  6. If there is, have teams rotate spots in line and give each team a new word.
  7. Repeat steps 4-6 until there is no time left
  8. When time is up, the icebreaker is over

32. Telephone

All participants will form a line. One person on the right end will think of a phrase and whisper it in the ear of the person next to them. They can only whisper it once. The second person will repeat what they heard to the third person, and so forth. At the end, the last person will say what they heard out loud and compare it with the original phrase.

IN PERSON

33. Headbands

Participants should arrange themselves in a circle. Each participant will get a card with a word on it. They should not look at this card but rather hold it to their forehead. One at a time, participants will ask questions about the card on their head while the other participants, who can see the word answer the questions. When a participant thinks they know what is on their head, they can guess on their turn. If they are correct, they can get a new card.

Detailed Instructions:

- Materials: card with objects on them
- Groups: about 6 people per group
- Sample Script:
  - This icebreaker is the game Headbands. In groups, we will arrange ourselves into circles. Everyone will get a card with an object on it. Do not look at what is on your card but rather hold it to your forehead. One at a time, we will take turns asking yes or no questions to the group about what our object is. The goal is to figure out what is on your card. When you think you know what is on your head, you can guess on your next turn. If you are correct, get a new card.
- Instructions:
  1. Make cards with objects. Objects can include an elephant, a chair, water, a sandwich, a motorcycle, a bird, sneakers, etc.
  2. Read the script
  3. Give everyone a card
  4. Begin the game
  5. Play as long as time allows

34. Chain Untangle

Have everyone huddle together in a group and join hands with someone across the circle. Once everyone has joined hands, have them untangle themselves without letting go of the hands they are holding.

IN PERSON

35. Feel That Art

Everyone will stand in a line, with their face looking at someone else's back. Everyone but the last person in line will have a piece of paper taped to their back. The person at the back of the line will be told something to draw and will draw it on the back of the person in front of them. Once the person in the back of the line begins, the person being drawn on will start drawing on the person in front of them, trying to recreate the picture based only on what they feel is being drawn. Everyone else will follow this chain. At the end, compare the final drawing to what the word was.

Detailed Instructions:

- Materials: paper, tape, markers (really needs to be markers and not pens)
- Groups: 5-10 people per group
- Sample Script:
  - Today we will play a game called Feel That Art. We are going to divide up into groups of 5-10 people and everyone will stand in a line, with your face looking at someone else's back. Everyone but the person in the back of the line (who has no one behind them) will have a piece of paper taped to their back. The person at the back of the line will be told something to draw and will draw it on the back of the person in front of them. Once the person in the back of the line begins, the person being drawn on will start drawing on the person in front of them, trying to recreate the picture based only on what they feel is being drawn. Everyone else will follow this chain. The person in the back can either draw continuously until the picture is complete or break it up and do it in parts. At the end, compare the final drawing to what the word was.
- Instructions:
  1. Read the script above.
  2. Play this video https://www.youtube.com/watch?v=NI43U9UpkQo
  3. Have everyone split into groups
  4. Have one person come up and get materials for their group
  5. Everyone will line up with the paper taped to their back
  6. Whisper to the person who will draw first a word. Each team will have a different word. Possible words include: butterfly, house, unicorn, coffee cup, flower, bird, sneaker
  7. Have all the teams begin at the same time
  8. At the end, show the final drawing, ask the group what they thought it was, and reveal what it actually was that they were drawing. Compare the first and the last drawing

IN PERSON

36. Fishbowl

For this icebreaker, at least 6 people are needed. Participants will be split into two teams, Team A and Team B. Each participant will be given 2 slips of paper. On these slips, they should write down a person/place/thing/phrase, fold the slip in half and then put the slip into a bowl. This game has 3 rounds. The first round is taboo: describing what is on the slip using as many words as you want without using words on the slip. The second is describing what is on the slip with just one word. The final round is charades. On each team's turn, they have 1 minute to go through as many slips as they can. When the bowl is empty, the next round begins.

Detailed Instructions:

- Materials: paper, pens, a bowl or container
- Groups: two groups with at least 3 people per group
- Sample Script:
  - For this icebreaker, at least 6 people are needed. Participants will be split into two teams, Team A and Team B. Each participant will be given 2 slips of paper. On these slips, they should write down a person/place/thing/phrase, fold the slip in half and then put the slip into a bowl. This game has 3 rounds. The first round is taboo: describing what is on the slip using as many words as you want without using words on the slip.
- The round progresses like this:
  - The starting team selects a player to go first
  - That player will grab a slip of paper from the fishbowl and reads it to themselves. The 1-minute timer will start as soon as they pick a piece of paper from the fishbowl
  - The players will then use words to get their teammates to guess the word or phrase that is on that paper. They cannot use hand gestures or say any words that are on the paper. For example, if the word is "cheeseburger" they might say "you eat this at McDonald's".
  - If the team successfully guesses the word, they get to keep the piece of paper. The goal of each turn is to go through as many slips as possible. After 1 minute has passed, the other team gets their turn.

Each team continues to take 1-minute turns until all of the pieces of paper have been removed from the fishbowl. For each turn, a new team member should be the one describing the slips. When the fishbowl is empty, each team counts the pieces of paper they have gathered. Each piece contributes 1 point to their score. After tallying each team's score, fill the fishbowl with the pieces of paper and move on to the next round.

The second round is describing what is on the slip with just one word. The word cannot be on the slip of paper. For example, if the word is "cheeseburger", the player may say "McDonald's". The team needs to remember the words that were mentioned in the first round. The round progresses the same way as the first. At the end of the round, points are counted and added to the score from round 1.

The final round is charades. This round plays out the same way. At the end of the round, points are tallied for the final time. The team with the most points wins.

IN PERSON

If you run out of slips in the bowl with time still left in the turn, pause the timer and the next round begins mid-turn.

- Instructions:
  1. Read the script
  2. Give players slips of paper and instruct them to write a person/place/thing/phrase on it, fold it in half, and put it in the bowl
  3. Determine which team will go first
  4. Start round 1, going back and forth between teams until the bowl is empty
  5. Tally points for each team
  6. Continue to round 2, going back and forth between teams until the bowl is empty
  7. Tally points for each team
  8. Continue to round 3, going back and forth between teams until the bowl is empty
  9. Tally points for the final time. The team with the most points wins.

37. Rock, Paper, Scissors Tournament

This icebreaker is ideal for a large group of people who do not know each other very well. Have everyone split into pairs. Pairs will introduce themselves to each other and then do one game of rock, paper, scissors. The winner will find another winner to play against until there are just two winners left, who will play best 2 out of 3.
Detailed Instructions:

- Materials: none
- Groups: best for groups of 10 or more
- Sample Script:
  - This icebreaker is a Rock, Paper, Scissors Tournament. Everyone will split into pairs. Pairs will introduce themselves to each other and then do one game of rock, paper, scissors. The winner will find another winner to play against until there are just two winners left, who will play best 2 out of 3. If you lose a round, play against other losers so you have the chance to get to know as many people as possible.
- Instructions:
  1. Read script
  2. Have participants pair off
  3. Remind everyone to introduce themselves
  4. Let the icebreaker begin
  5. After the final two compete against each other, declare a winner

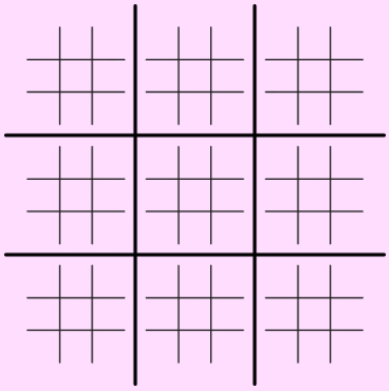
IN PERSON

38. Ultimate Tic-Tac-Toe

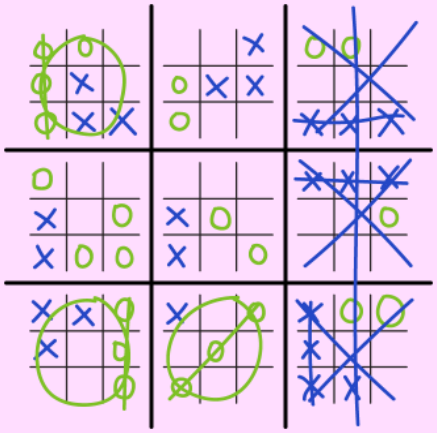
On a whiteboard, draw a tic-tac-toe grid. Within each grid section, draw another tic-tac-toe grid. Split participants into two teams. Teams will take turns putting their symbol on the board. Essentially, the teams are playing 9 games of tic-tac-toe at once to get tic-tac-toe with their winning games.

Detailed Instructions:

- Materials: Expo markers, whiteboard
- Groups: 2 groups
- Before it is time for the icebreaker: Draw this grid on the whiteboard



- Sample Script:
  - Today, we will be playing Ultimate Tic-Tac-Toe. As you can see, on the whiteboard, we have a tic-tac-toe grid that has tic-tac-toe grids in each section. Today, everyone will split into two teams and race against each other to win Ultimate Tic-Tac-Toe. To win this game, you must win three games in a line (either vertically, horizontally, or diagonally), like this *reference the picture below*. The teams will line up and alternate sending members to mark the board. This is a speed game, so don't dally. Just put something on the board. Hopefully, by the end, one team will have won. You will have 10 minutes to try to win for your team.



- Instructions:
  1. Draw the grid on the board before it is time for the icebreaker
  2. Read the script

3. Have everyone split into two groups
4. Randomly decide which team will go first
5. Set a timer and announce when the game will begin
6. At the end of the time, if a team has won, declare them the winner. If no team has won, announce that everyone has lost

39. Human Billboards

    Give each participant a large sheet of paper. For the next five minutes, each participant will put words and drawings on their piece of paper that have some meaning to them. After 5 minutes, have participants wear their piece of paper, mingle, and ask each other questions about their pieces of paper.

40. Name Acronyms

    Each participant will be given a piece of paper. On this piece of paper, they should write their name vertically and put an adjective for each letter of their name that describes them. For example, someone named Mary might put Magical, Adventurous, Reliable, Youthful. Once everyone is done, have them share it with the group.

41. Ready, Set, Reorganize

    In this icebreaker, participants will organize themselves into a line based on a category, such as age, height, or name. For example, the host may say "organize yourselves alphabetically by first name" and then participants will have to organize themselves as quickly as possible.

IN PERSON

42. The Price is Right

Split participants into two teams. Teams will guess how much they think something (that the host shows them) costs. The team who guesses closest to the price without going over gets the point. The team with the most points at the end wins.

Detailed Instructions:

- Materials: The Price is Right PowerPoint
- Groups: two groups
- Sample Script:
  - Today we will be playing a game called The Price is Right. We will break up into two teams, Team A and Team B. I will put an item on the screen and your goal is to guess how much the item is without going over the price. The team who gets closest to the amount without going over will get a point. We will switch off which team gets to guess first. Teams will only get 45 seconds to decide their guess.
- Instructions:
  1. Read the script
  2. Pull up the PowerPoint
  3. Team A will go first. Ask team A what their guess is. Write their guess down. Team B will go next, and write their guess down
  4. Reveal the price
  5. Give a point to the team who got closest to the actual amount without going over
  6. For the next question, team B will go first
  7. Repeat until all the items have been done
  8. The team with the most points wins

Contact Info and Special Thanks

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