Fly By: Give everyone a scrap piece of paper to make a paper airplane. On that airplane, have them each write five facts about themselves. Then, when everyone is ready, have them throw their airplanes straight up. Each person will pick up a random airplane, read aloud the five facts and guess who in the group wrote them.

Lollipop: Pass out dum-dum lollipops to the group. For every letter that appears in the flavor, the group member has to share something about him/herself with the group.

A String Thing: Group members select precut lengths of string from you. Then they hold the string between their thumb and forefinger. For each “wrap” of the string around the finger, participants must share one thing about themselves.

Leadership Library

There are a few books that are available to students in our Leadership Library. The library is located inside the Center for Student Involvement. Come in and ask for more information.

• “The Encyclopedia of Icebreakers”
• “50 Creative Training Openers and Energizers”
• “Inspiration for Student Leaders”

These are just a few of the many materials available to student organizations.

Office Hours: 8:00 AM – 5:00 PM
678-839-6526
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Do you remember attending your first meeting? Did you know anyone in the meeting? Did you have the opportunity to meet the rest of the group?

Icebreakers are an excellent way to begin meetings and retreats. They also contribute to the overall success of the group by creating an immediate sense of familiarity and cohesion. Icebreakers should be used at the first meeting of the year, or whenever new members join a group. Icebreakers can be simple or elaborate.

**Ideas**

Divide the group into pairs. Have pairs discuss a pre-arranged list of questions. (Name? Home-town? Why did you join this group? What do you like most about UWG?) Have members introduce each other to the rest of the group, utilizing information from the questions.

**Candy Games:** Bring a bag of candy to the meeting (M&Ms, Skittles). Pass the bag around the room, telling each person to take as many as they want, but “don’t eat any.” Then instruct the group to introduce themselves, sharing something about themselves for each piece of candy they have taken.

**The Toilet Paper Game:** Throw out a roll of toilet paper and tell the students to take as much as they need (don’t tell them what it’s for). After everyone has taken some, have them tear the toilet paper at the perforations. For each square of paper in their possession, they have to share one fact about themselves.

**Fantasy Island:** Tell your group that they are to be left on an island all by themselves. They can only bring three things. Ask them to name them in order from least important to most important. Ask them to explain why they would bring the items they are bringing.

**Who Loves You Baby:** Circulate writing paper and pens and ask students to write their names and record their favorite things, like music, movies, books, etc. Collect the papers, and read the answers – BUT: have the group guess who wrote what.

**Remembering Names:** All students are asked to introduce themselves to each other. Give them 5-10 minutes to do so. After this time, throw a ball to one of the students calling them by name. They in turn throw the ball to a new student. They cannot repeat or pass the ball to the person next to them.

**Four Facts:** Each person writes down four facts about themselves, one of which is a lie. Each person takes a turn telling their four facts. The group has to figure out which one is a lie.

**Dream Vacation:** Ask participants to introduce themselves and describe details of the ideal/perfect/dream vacation.

**Serious Sam and Inquiring Ida:** Ask each person to choose an adjective that begins with the first letter of their first name and that really matches their personality. Go around the group and have each person introduce themselves. You can even make it a “repeat” game, where group members repeat each individual’s adjective after it is shared.

**One Question:** Invite a group member to ask one question of the whole group, such as “What is one of the causes you have a passion for?” That person must answer the question first. Then, go around the group, giving each person the opportunity to share their answers too.

**Three Wishes:** Place your backpack in the middle of the circle, explaining to students that it has the power to grant them three wishes. Give them a few moments to reflect on what they’d wish for and then ask willing participants to share. You’ll find out a lot about one another based on what everyone choose.