

Icebreakers:

A TITANIC OVERVIEW

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Before We Set Sail: Why an Icebreaker?

An icebreaker is an interactive activity in which people can get together and learn something new about another person in some creative way!

Icebreakers help everyone, particularly newcomers, feel at ease with everyone around them! A friendly, welcoming, atmosphere can be born of icebreakers and set the tone of the club.

Icebreakers are a great BREAK from the meeting where all members have the chance to talk. General meetings can become stale with the same routine, but icebreakers allow you to mix things up!



California State University, Long Beach CKI

It's a Chill Opportunity



Icebreakers are one of many interactions which help members (especially new ones) get involved and mingle with others. These are just one of many opportunities to integrate club members together during the meeting. Building connections between returning, new members, and first-timers is imperative. And of course, why not have a little fun before talking about club activities? It's a great time to build fellowship!

There are many different icebreakers...

- ★ Some involve the whole group. This is a great way for members to meet everyone, learn names, and interact with the whole club!
- ★ Some are best in smaller groups. These activities allow for competition and closer bonding with a few people.
- ★ Some activities are meant for partners. This is a great way to get to know someone since you can talk one-on-one.

Ways to Break the Ice

Around the World

- ❖ **Requirements:** a ball of yarn (or an equivalent item)
- ❖ Whoever wants to start is given a ball of yarn. The person starts by introducing who they are!
- ❖ They can then mention a fun fact, a hobby, or something interesting or unique about their life.
- ❖ If you feel that the fun fact, hobby, etc. is relatable, then raise your hand.
- ❖ If an individual can relate to the aforementioned fact about said person, HOLD the yarn string! Then toss the yarn to that particular individual.
- ❖ This continuous cycle of introductions *continues* until a web of yarn strings connects everyone!



Item Alphabet

- ❖ **Requirements:** best in two, three, or four teams!
- ❖ Starting at the beginning of the alphabet, you pick a common item you would find in someone's backpack or wallet.
- ❖ Whoever has that item gets a point for their team.
- ❖ Keep naming items as you go down the alphabet until there is a winner!

One-Word Charades (with themes)

- ❖ **Requirements:** one person to facilitate the game; recommended to be played in two teams or more!
- ❖ One person is selected by their respective team and acts out a word from said team.
- ❖ The team must let the host know what the word is before beginning the round.
- ❖ The opposing team must guess what the word is within a reasonable time.
- ❖ If the guesses are not correct and time expires, then the team who chose the word gets a point!
- ❖ This game can continue for about three or more rounds (depending on the number of teams) until there is a clear winner!

Pictionary

- ❖ **Requirements:** a drawing utensil (thick pen, expo marker, etc.) and a drawing apparatus (paper, whiteboard, etc.); can be played either in teams or as a whole club.
- ❖ One person is elected by either a team or by the audience.
- ❖ The person is can be given a word by someone else, or they can choose a word and start drawing it!
- ❖ Do NOT give away your word!



Bang!

- ❖ Club members gather around in a circle.
- ❖ Pick one person to stand in the center, then be sure that they close their eyes .
- ❖ Whoever is in the center points with their finger towards the circle of members and then spins around before saying “bang!”
- ❖ That person then stops spinning; whoever they point to gets to tell fun facts, an interesting or embarrassing story, or just something generally about their self!
- ❖ Rinse and repeat as needed!

I Love My Neighbor

- ❖ All participants gather in together; preferably in a circle!
- ❖ Select a person to say one fun fact about themselves, and one thing they like about someone else!
- ❖ Example:
 - Bobby says he likes to play board games as his fun fact. He then says “I love my neighbor who wears glasses!”
 - Whoever is wearing glasses then says a fun fact like the last person!
 - Then the cycle repeats!
 - You can also break ties with rock, paper, scissors, or some other tie-breaker!
 - Or you could also have multiple people go at the same time!
 - Try to say things that are deeper than appearances in order to get to know people better!





Name-Crosswords Puzzle

- ❖ **Requirements:** at least five people for a decent guessing game.
- ❖ One person gathers everyone's names and generates a crosswords puzzle out of it.
- ❖ Have the audience guess each name based on a brief, funny, or interesting description of the person!

Telephone

- ❖ Can be played in a line or a circle, with a few or a lot of people (minimum of three)
- ❖ One person whispers a message to the next person and then that person whispers what they heard to next person.
- ❖ This continues until the last person, and they must say what they thought they heard out loud.
- ❖ Listen carefully or the message may be very twisted and mixed up by the end!
- ❖ Tip: Instead of whispering in someone's ear, you could also make a line and have one person at the end act out or gesture something (i.e. a song title)
 - Have the next person repeat the act/gesture until the end of the line.
 - Last person has to guess what was being passed down!



Tips for Icebreakers

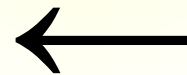
The Do's



- ★ Humor can be everyone's language—have fun with your icebreaker and expressing your fun side! Enjoy and take pride in reflecting the atmosphere you wish to see in your club.
- ★ Make new connections and talk to new members! The more socialization, the better!
- ★ A lot of times, meetings are like breaks from a member's everyday routine; so switch up your icebreakers!
- ★ Be positive! Keep a positive attitude!

- ★ Don't emphasize winning too much because getting to know others and having a good time is the ultimate goal!
- ★ Don't force anyone to do anything they don't want to do! It's okay to challenge members to try new things or step out of their comfort zones, but avoid putting pressure on them.
- ★ Don't be too loud or rowdy! Since meetings are usually held in school buildings, we should respect the space we share and make sure that the public sees Circle K as a professional organization.

The Don'ts



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Contact Information



We hope you all find this manual as useful as we enjoyed making it! Please don't hesitate to reach out to any one of us from the MD&E Committee!

Braden Lem

MD&E Chair

cki.bradenlem@gmail.com

Randall Belyea

Executive Assistant

cki.randallbelyea@gmail.com

Renz Lane

Resource Coordinator

krlane.cki@gmail.com

Amy Bryant

Resource Coordinator

cki.amybryant@gmail.com

Cammie Lam

Creative Director

cki.cammielam@gmail.com

Marne Amoguis

Professional Development Coordinator

marne.amoguis@gmail.com

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8360 RED OAK ST #201, RANCHO CUCAMONGA, CA 91730 USA