

## **WOULD YOU RATHER?**

For this game, participants are presented with an either/or choice. Once you make your choice, get together with others who made the same choice. You might be asked to explain why you

chose what you did. Try these: Would you rather...

- ' ...be a farmer or a politician?
- ' ...fall in love and lose that person or never fall in love at all?
- ' ...go to a concert or a county fair?
- ' ...be rich or famous?
- ' ...ride a roller coaster or a mechanical bull?
- ' ...be told you have a booger hanging from your nose or told you have a bad breath?
- ' ...have the power to fly or to disappear?
- ' ...step in dog poop barefoot or have a bird dropping hit you in the head?
- ' ...be known as a bad kisser of someone with bad breath?
- ' ...live in the city or in the country?
- ' ...drive a Ford or a Chevy?
- ' ...be known for your looks or personality?
- ' ...be known for your personality or your intelligence?
- ' ...eat only chicken or only red meat?
- ' ...have a great body or a great mind?
- ' ...be yelled at by a stranger or by a friend?
- ' ...wear dirty underwear or dirty socks?

Source: Would You Rather...? by Doug Fields

## **Change One Thing**

Stand about 10 feet away from your partner, facing away from one another. Have each partner change one thing about their appearance that they think will stump their partner. For example, you could put your watch on your other wrist. When both partners are ready, they turn around to face one another and taking turns, try to guess what was changed. You can ask for clues if needed. Once done, you can repeat as many times as desired. For variation, try changing 5 things at once or even 10 things at once. The possibilities are endless. Adapted from The Back Pocket Adventure

## **The Interview Matrix**

Number of People: Unlimited

Time: 5 to 10 minutes

Materials: Interview Questions

Directions: Once everyone in the group is paired with a partner, then use the following questions

to have the partners interview one another. Each person can share for 30 seconds to one minute.

- 1) If you could buy any color shirt right now, what color would you choose?
- 2) What is your favorite holiday? Why?
- 3) The majority of your leisure time is spent how?
- 4) On a desert island, you would pick this CD, tape, or MP3 to play.
- 5) With only one video or DVD to watch, what would it be?

- 6) You=d spend \$100 right now on what?
- 7) Things that you want to add to your wardrobe.
- 8) Friends are important because...
- 9) An animal you=d prefer to be is a what? Why?
- 10) What famous person, living or dead, would you like to be? Why?
- 11) What is your biggest fear?
- 12) What is/was your greatest joy?
- 13) My favorite possession is a ...
- 14) The person that I am closest to is...

Adapted from More Energizers and Icebreakers by Elizabeth Foster-Harrison

### **Point North**

Number of People: Unlimited

Time: 2 to 5 minutes

Materials: None

Directions: Ask all of the participants to close their eyes for about 10 seconds and then ask them to keep their eyes closed and then to point to where they think that north is. As soon as everyone is pointing, tell them to keep their arms raised and then to open their eyes. The group will be amused that fingers are pointing in all directions. Next, have everyone find a partner and decide together which way they think north is and then have everyone close their eyes again and try again. Hopefully, the results are better the second time around.

Adapted from More Energizers and Icebreakers by Elizabeth Foster-Harrison

### **All About You**

Number of People: Unlimited

Time: 5 to 10 minutes

Materials: List of Questions

Directions: Indicate to the group that this activity will provide an opportunity for them to look at information about the group members and to learn about each other. The leader makes the following statements and asks the participants to respond by:

- 1) Everyone who is happy today, clap your hands.
- 2) If you have brothers, blink your eyes rapidly.
- 3) If you have sisters, stomp your feet.
- 4) If you have a pet dog, then bark like a dog.
- 5) If you have a pet cat, then meow like a cat.
- 6) If you have a different kind of pet, then raise both feet off of the ground.
- 7) If your favorite color is green, then go Aho, ho, ho@ like the Jolly Green Giant.
- 8) If your favorite color is blue, cover your eyes and yell ALook out!@
- 9) If your favorite color is red, oink like a pig.
- 10) If your favorite color is purple, pull your ears.
- 11) If you have a different favorite color, then wave Ahello@!
- 12) I f you like to spend time outside, then snap your fingers.
- 13) If you like going to fairs, then moo like a cow.
- 14) If you like 4-H, then Abaa@ like a sheep.
- 15) If you like fried chicken, then flap your arms like a chicken.

Adapted from Energizers and Icebreakers by Elizabeth Foster-Harrison

### **Out of Kilter**

You'll need a partner for this one so look for someone who appears to be the total opposite of you. Grab one another's hands or wrists. Lean backwards until you find that if it were not for the support of your partner, you'd topple over. Be careful! Of course, while you're in the process of putting yourself out of balance your partner is doing the same. It works best if you are roughly the same size. Move around a bit and try different positions, all the while maintaining your sense of balance. As you get more comfortable with one another get a bit more daring. Try a move you couldn't possibly do without the support of your partner. Variations: Get in groups of 4, 8, or more and repeat. Adapted from The Back Pocket Adventure

### **Poseur**

Find a partner and decide together on a pose that depicts an identifiable situation (something that you can put a name to). Circle up everyone and by turns, each pair places itself in the center of the circle (give yourselves lots of room) and assumes their chosen pose. All the other pairs also assume that pose to the best of their ability, and then guess what the pose depicts. The first pair that guesses is greeted with copious applause and an invitation to be the next pair to display their pose. Emphasize creating and emulating rather than speed. Adapted from The Back Pocket Adventure

### **Talk Show**

Each participant is given a note card. They must write a question on the card. Each asks their question to another person and then switches cards and moves on to another person. Continue on for a while. Use these cards for the next activity as well. Source: Jim Cain

### **Have You Ever?**

Have the participants create a large circle. Choose one person to be in the center of the circle to start. Everyone else places their card on the floor and stands on it. The person in the center must ask a "Have you ever?" question. Anyone who has done that activity before must move to an open card. The person in the center must find a spot also. Whoever is left without a card to stand on is the next person in the center. Source: Karl Rohnke

### **Commonalities**

Have each participant pair up and find 3 things in common with their partner. The goal is to find things that are more in depth and to get beyond the surface topics. Examples: We both like football (surface). We both like the Cleveland Browns (more in depth). We both have been to the Cleveland Browns Stadium to see a game on the same day (even more in depth). Have participants (with partners) join with another pair and find 2 things in common with everyone. You cannot use something that was used before.

Source: Jim Cain

### **Standing Tag**

Have everyone in the group get closer and closer until they are all standing within arm's reach of one another. It is more fun the closer everyone is each other. This is a tag game where you cannot move your feet. Start with one person being IT who tags someone within arm's reach. Be sure to touch respectfully (shoulders work well). Then try again with 2 or more people being IT at the same time. The last variation is where everyone is IT at the same time. Source: Karl Rohnke

## Centering Game

Have the group gather close together around the leader. The leader asks each group participant to pick a "left" person and a "right" person without letting these people know that you have chosen them. You do not need to know their names, you just need to remember them by sight. When everyone has their "left" and "right" people chosen, the leader says GO and the object is to keep yourself centered equally in a line between your "left" and "right" person for a minute or so. The group usually ends up as one big blob. Source: Karl Rohnke

## Guess Who You Are

The leader of the group needs to have 3" x 5" self-adhesive address labels for each person in the group and come up with a name to write on that label. (Sharpies work well for this)! The names can be just about anything. Famous people (past or present), movie or TV characters, historical people, or cartoon characters all work well. The leader sticks a label on each person's back without them seeing their identity. Each person must then ask "yes" or "no" questions until they figure out who they are. You can only ask each person in the group one question apiece. This helps everyone to "mix" better. You can also give clues if the person is really stuck. The leader needs to pick characters that are a good match for the particular group, not too hard or too easy.

Hand out copies of any of the following "IQ Tests". Each block represents a well known phrase or saying. You may divide a large group to teams of three or four. Give a time limit. The team with the most correct answers wins.

PLASMA  
H2O  
HIGH  
CLOUDS  
1 3 5 7 9  
WHELMING  
EILNPU  
PICT RES  
Headache  
Arrest  
You're  
EMPLOY MENT  
LESODUB  
TENNIS

Answer: Blood is thicker than water  
Line up  
You're under arrest  
High above the clouds  
You ought to be in the pictures  
Men out of work/job/employment  
Overwhelming odds  
Splitting headache  
Mixed doubles tennis

KJUSTK  
WRITING  
LOV  
T RN  
24 Hours  
B ILL ED  
PETS A  
Gettingitall  
1 T 3 4 5 6

Answers: Just in case  
No U Turn  
A Step Backward  
Put it in writing  
Call it a day  
Getting it all together  
Endless love  
Ill/Sick in bed  
Tea for two

## DO THIS AND ADD SOMETHING

Get everyone in a circle. One person starts off by performing an action (e.g. scratching his head). The person on his right must then repeat it and add another action. The game goes on with each having to repeat all the previous actions in order, then adding one. If a player misses an action or gets fouled up, he is out. You can go as many rounds as you want.

## FUNNY FACES

Have the participants arrange themselves in a circle. An appointed player turns to the person next to him and makes a funny face or assumes a funny posture. That person mimics the gesture, passing it on quickly to the next person, and so on around the circle. When the funny face has completed the circuit, another person begins, until all or as many persons as possible have had a chance to initiate the face-making.

## I PACKED MY TRUNK FOR CHINA

The first player says, "I packed my trunk for China and took an apple (or any other object that begins with "A"). The next player repeats the sentence, including the "A" word and adds a "B" word. Each successive player recites the sentence with all the alphabetical items, adding one of his own. (e.g. "I packed my trunk for China and took an apple and a bread). The player continues as long as they can or until they have completed the alphabet.

## I'M GLAD I'M HERE

Tell the group that you're glad to be there. Then say, "If I am not here today, I will be ....." (share something that you're glad you don't have to do, e.g. wash your car). Then go around the room asking, "If you weren't here today, what would you be doing that you're glad you don't have to?" Try to keep the answers light and fast moving.

## INSTANT STUNT

As each person enters the room, he receives a slip of paper with a silly stunt described on it. E.g. Stand on a chair, bark like a dog, dance around. When the signal is given, all participants perform their stunt simultaneously. Give them a few minutes to look at one another and laugh.

## OBJECT IN QUESTION

Two players privately select an object in the room. They then discuss it with each other while the other players listen and try to guess what it is. When the object is discovered, another two players select an object. Variation: For an extra challenge, choose an object not in the room.

## REVERSE POINTING

Pair up everybody. One person points to any part of his body and says the name of another. E.g. he points to the ear and says, "eye". His partner must then point to his eye, and says, "ear". Those who fail to respond correctly will be out

## TALK ABOUT

Choose one or more topics and give everyone a few minutes to share.

1. The happiest moment of my life.
2. The last time I got mad was ...
3. Where I lived between the age of 7 to 12 years old.
4. The best thing that happened to me this past week.