

Quick & Easy Icebreakers

- **Name Game:** There are so many variations of this classic game! The classic version involves everyone sitting in a circle and the first person to go says their first and last names, then something they like that starts with the same initial as their first name. The next student follows with their name and what they like, but then needs to repeat what the previous classmate(s) said.
- **Silent Line-up:** This is a good icebreaker at the start of class, or just when the kids need a break. I tell my students that I want them to line up by the day of their birth, in chronological order from January 1 to December 31. Then I tell them they can't talk while they do it! Students use a combination of sign language, charades, and all ten fingers (and sometimes toes!) to line themselves up in order. With third graders, this can sometimes take a while. Once they have achieved the task, I have them do it again but in opposite order, from December 31 to January 1. This time, however, they are allowed to talk to each other. The same task that allows talking is always finished more quickly. Afterwards, we discuss how a team task can be completed more quickly when people communicate with each other.
- This activity can also be done with first or names in alphabetical order, height, shoe size, etc.
- **Two Truths and a Lie:** Give each student an index card. Have them write on the card two truths about themselves and one lie. Model the activity for them based on your own life, so they can see how the lie must be something that is believable in light of the truths they list. When they guess one of your truths as the lie, tell the real story that goes along with the truth. Continue until they uncover the lie. The student to discover the lie is the next to go.
- **Time Machine:** Circle students up- they say their first and last name (if they don't know each other) and what time period they would go to and why if they had a time machine.
- **Guess-who paper balls (can be done as a "snowball fight")** Have students write three clues about themselves on a piece of notebook paper and then toss into a bucket. If you do it as a snowball fight, give them 1 minute to throw the balls at each other while in a circle! Students randomly choose a paper ball from the bucket(or circle), read the clues aloud, and then try to guess who wrote the clues using what they know about their classmates. If students can't guess who their paper ball belongs to, they can ask a friend for help. You can give guidelines for the clues to gain some really interesting information about each other (something you are struggling with, something that brings you peace, something you are looking forward to, something nobody knows about you- *this is best done after a few weeks of getting to know one another- maybe as part of your Christmas party!)

DICE Breaker: Divide students into groups of 4–6 students and give each group one die and a copy of the [D-icebreakers](#) printable. (To save paper, display the sheet on the interactive whiteboard.) Students take turns rolling the die and answering the question that matches their roll. My students like when we do this as a “speed round” with a [three-minute timer](#) running on our whiteboard.

D-ICEBREAKERS

	If you could go anywhere in the world, where would you go?
	If you were stranded on a desert island, what three things would you want to take with you?
	If you could eat only one food for the rest of your life, what would it be?
	If you won a million dollars, what is the first thing you would buy?
	If you could spend the day with one fictional character, who would it be?
	If you found a magic lantern and a genie gave you three wishes, what would you wish?

Sit Down Circle



This is another short energizing icebreaker game.

- 1 Have the students form one big circle and tell them to turn right and stand as close to one another as possible. They must be close for this icebreaker game to work.
- 2 Tell the students to sit on the knees of the person behind them.

Added Challenge: After everyone is settled, instruct the students to move forward around in the circle without breaking the sit down chain. They may need to try several times before they are successful.

Discussion Cards (Fast Friending): Provide each student with a 4- x 5-inch index card. Have students write their first and last names in the middle of the card. In each corner of the card have students write about themselves. For example:

Top Left Corner: Number of brothers and sisters

Top Right Corner: Favorite style of music or favorite music group or musician

Bottom Left Corner: Favorite movie

Bottom Right Corner: Dream vacation (country or city)

When the cards are completed, have students line up in two rows facing each other. The students trade cards with the person across from them and read what their partner has written. For the next 1 minute, one student plays the role of questioner and asks the other student about the topics listed on the card and about anything else they would like to know. When the minute is up, the students trade roles; now the other partner asks the questions. When that minute is up, one of the rows shifts to the right and the process is repeated! Continue until the students get back to the first partner they started with. (You can do this without having students write the information on cards! Just verbally tell them what information to share in addition to their first/last name- when the time starts one student shares the information, then the other can ask questions. When a minute is up- they switch!)

The Observation Game: Line up the students in two lines facing each other. If there is an odd number of students, you can play the game, too. Give students 30 seconds to look each other over really good, paying attention to all details about their partner. The students in one line now turn facing the other way while the other line of students changes something about themselves. For example, a girl might take off a hair bow, or a boy might un-tuck his shirt. When the kids in the first line turn back around, they have to guess what their partner changed. Now switch and let the first line make the change and the second line guess the difference.