

# Icebreakers/Networking Ideas

2020

## Crowd Bingo

**Create Your People Bingo Questions** If you know your attendees, make a list of 25 interesting traits that describe different aspects of them, (find out by asking them when they buy a ticket) things like, “plays the bongos,” “once lived in Sweden,” “has a karate trophy,” “has twins” or “has a tattoo.” If you don’t know your participants, make a list of more general traits like “drinks tea instead of coffee,” “loves the color orange,” “has two cats,” “drives a hybrid” or “went on a cruise in the last year.” You can make these easy or difficult depending on how much time you want the game to take.

**Make Bingo Cards** It's very easy to make your own bingo cards using regular printer paper. There also are lots of places online where you can create customized bingo cards. Some are free; some are not. One site, Technology, [http://www.technology.com/search/search.cgi?zoom\\_query=bingo](http://www.technology.com/search/search.cgi?zoom_query=bingo) has a card maker that allows you to shuffle the phrases on each card. Another site, Print-Bingo.com, allows you to customize with your own words or use their suggestions.

**Start Playing People Bingo** You can play this game with up to 30 people. If your group is larger than that, consider dividing participants into smaller teams of equal size.

When you’re ready to play, give each participant a bingo card and a pen. Explain that the group has 30 minutes to mingle, introduce themselves and find people who match the traits on the card. They must put the person’s name in the corresponding box or have the person sign the appropriate square.

The first person to fill five boxes across or down yells BINGO! and the game is over. For extra fun, give the winner a door prize.

**Share Your Experiences** Ask participants to introduce themselves and share an interesting trait they learned about someone else or describe how they feel now that they know their peers better. When we take the time to get to know each other, barriers dissolve, people open up and learning can take place.

## **Crowd Matching** (find someone with same color shirt)

The objective is to find someone in the room with the same as you. Talk to that person and be able to share what you learned. The announcer will tell you what to look or find.

Ask to find someone with same color shirt, same eye color, has pen in pocket, brown shoes etc. No winner just a networking activity.

## **Sneak-a-Peek**

Attendees are broken into teams, (teams = table) each team has a set of Legos. An object is placed up front out of sight. The objective is for each team to recreate the object with Legos within a certain period of time. One person from each team goes up to the object once to view it and brings back information to build it. The team that recreates it as close to the original object wins. (They get a prize).

Rules: Each team member can only view the object one time. No pictures can be taken of the object

All characteristics are counted: size, shape, color, etc.

## **One Arm, Two Arm, No Arm**

Like “Simon Says”

## **Hero Video** - interactive experience

This was used to get the attendees moving around and excited. Easy!  
<https://ql.mediasilo.com/#ql/592338cce4b05395e5837214/537dab91-2075-460c-90cf-774882a6f043>

## **Puzzle Activity at table** (Used toward Leadercast 2019 – Leading Healthy Teams)

Give each participant an empty piece of paper that they can write on answering the question “how are they going to lead a healthy team”. This is part of a puzzle at the table (which comes together as a whole puzzle), a leader at the table is then asked to bring that puzzle up to the front of the room to help complete a larger, bigger puzzle. The idea is we are all part of a healthy team - a piece of the puzzle - which creates a larger puzzle when completed.

## **Telephone** (For theatre style)

This is a simple game of communication, where at one end there is a message - a tongue twister - about leadership, maybe a lesson from the day, etc. taped under their chair. That person starts the process of communication, and then it goes down the row of chairs until the last person who needs to communicate it back to the group leader or stand up and share.

## **3 Fact Game**

Give attendees 3 questions on a sheet of paper and tell them they have to talk to 3 people to get the answers, at the end they share what they learned.

## **Fishbowl**

Would you rather game List *would you rather* questions in a bowl on the table, each person at the table pulls out a question and asks the question to the people sitting at the table. They have to answer and give why. Go around the table until everyone has had a turn pulling from the bowl.

## **Rock, Paper, Scissors** (Group War)

Taking the typical game, you have a group of people all pair of into pairs of two. Whoever loses RPS in the pair, becomes a champion/team member of the winner. Then the pair finds another pair for the two winners to compete and repeat until there are two large groups supporting two competitors. The two groups can vocally support, and when the final game is played. The winner receives a prize package.

## **Spirit Stick Conversation** (Six chairs in a circle)

This is fishbowl conversation sharing. You have 6 chairs in a circle, or maybe 6 chairs on stage panel setup. Two moderators will be seated and begin conversation about a topic, and any audience member can join in the conversation, but **MUST** take a seat at the round chairs or on the stage. The audience member can engage for as long as they see fit, then returning to their seat when they are done. If the seats are full, and another audience member wants to chime in, they need to tap the shoulder of someone seated to take their seat. No conversation outside of the chairs is permitted, and no one can ask moderators to step away either, leaving 4 chairs in rotation. Time limit session, pick topics, and moderators drive conversation as appropriate. It's an interactive Q&A

## **Audience response app** (<https://www.polleverywhere.com/>)

Ask questions of attendees and have them respond via a real time poll. Moderator uses mobile app to show attendees response to questions in real time. See website to view different ways you can use this technology.

## **Physical Exercises**

Have the host/moderator give instructions: yoga pose, stretches, hold your breath, spin around, change seats, etc.

## **Money Race**

We're going to have discussion about Healthy Teams and million-dollar content you will hear today. Let's talk about what we are going to learn today. Who wants a \$20-dollar bill? Have the moderator talk a little more about the event and tell them that point of today is to "take action" with teams. This is an object lesson we are going to hear a lot of great ideas today; the payoff is that you put the content in play and take action.

The announcer/moderator/host will continue to wave the \$20.00 bill and ask, "Who wants a \$20-dollar bill?", many people will raise their hands but will not take action and go after the money, the first person to come up gets the money.

Be careful, once they realize they can get money they may race to win!

## **Graffiti Board**

Have them answer a question: ex: what do you want to learn today.? Have each person post their answer on a whiteboard or jot down on a post it and put on a section of wall. At the end the host can see what their audience was seeking by attending today.

## **Teamwork cup stack puzzle**

Divide into groups of six. Give each person in a group a piece of string (36 inches). Place a rubber band and 6 solo cups in the middle of the table. The object is to work as a team to raise the cup off the table using only the string and rubber bands and build a small pyramid. At the end have a few teams share how they worked together to stack the cups. Can you do it?

## **Show video**

Show an attention getter video that is cool or disruptive or Healthy Teams to elicit a reaction - jot down ideas and have someone from each table or audience share

## **Beach Ball Get to Know You**

Get a large beach ball and write questions all over it (favorite things, have you ever, etc.) Throw the ball around the room and whatever question your right thumb lands on, you have to answer.

## **Cup stack game**

Teams of 2 (or 4) are chosen at random (I have all participants tear a playing card in half at check in and use different color decks as needed and draw based the cards to select who gets to play). The cup stack tool is just 4 strings connected to a rubber band. I attached a photo for you. The cups can only be touched with the tool, NO HANDS. If a cup falls over or on the floor they can only use the tool to recover it. Participants must stack 6 cups into a pyramid. The first team to make their pyramid wins. (I gave each person a book).

## **Heads or tails**

I use this game to give away a ticket to the next Leadercast event. Have everyone in the room stand up. People either choose "heads" (by placing both hands on their head) or "tails" (by placing their hands on their hips). The facilitator flips a coin. If it turns up heads, all the tails sit down and are out. If its tails, all the heads are out.

Everyone left standing can re-choose heads or tails before each flip. When there are around 5 people left standing, bring them up front to finish the game. The last person standing wins! [This photo](#) is from last year but it gives you the idea.

Note: You could also use this as a fundraiser where people have to pay to play. Each person upon paying would be given some identifier like a colored paper, light up ring, or some way to identify who is "in" the game.