

# Icebreakers



Icebreakers are activities designed to make learning easier. The beginning of a new club year can be an exciting and stressful time. Returning members are celebrating the successes of summer and new members are joining your group for the first time.

Try some of these activities to help everyone get acquainted, or reacquainted, at the beginning of the year. They will help get the new project off to a great start and help everyone get to know each other better! The following ideas were taken from the Peer-Plus II Notebook (4-H 1009) and the Group Dynamite Notebook (4-H 1068).

## Rolling Right Along

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| <p><b>Materials:</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Several rolls of toilet paper with perforated sheets</li> </ul> <p><b>Time:</b><br/>20–30 minutes</p> | <p><b>Procedure:</b></p> <ol style="list-style-type: none"> <li>1. Pass around a roll or two of toilet paper and have each participant tear off a length that is as tall as they are.</li> <li>2. Have them sit in a circle and explain that they'll take turns telling one thing about themselves for each square of toilet paper they have. Ask for volunteers to go first, or begin yourself.</li> </ol> |
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## Positive Impressions

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| <p><b>Materials:</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Pencils (one per person)</li> <li><input type="checkbox"/> "Initial Positive Impressions Sheet" (one per person)</li> </ul> <p><b>Time:</b><br/>30 minutes</p> | <p><b>Procedure:</b></p> <ol style="list-style-type: none"> <li>1. Have the group sit in a circle on the floor. Explain that each person will receive positive feedback on how he or she is initially perceived by others. Each person will have about a minute to introduce and tell about themselves. Tell them that as each person speaks, the other group members are to listen quietly. After each person speaks, the group may ask questions to help clarify what the speaker said.</li> <li>2. Ask for volunteers to begin the introductions (you may need to begin the process yourself), and continue until everyone has had a chance to speak.</li> <li>3. When all participants have introduced themselves, pass out the "Initial Positive Impressions Sheet" and a pencil to each person. Tell them to fill in the names of each person in the group and their positive impressions of each person. Let them know that they'll be reading the positive impressions to the group.</li> <li>4. When the group is finished filling out the "Initial Positive Impressions Sheet," ask for a volunteer to begin receiving feedback. Have all the participants share their impressions with the volunteer. Have the participants take turns being the "receiver."</li> </ol> |
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**POSITIVE IMPRESSIONS HANDOUT:  
Initial Positive Impressions Sheet**

| Name | Impression |
|------|------------|
| 1.   |            |
| 2.   |            |
| 3.   |            |
| 4.   |            |
| 5.   |            |
| 6.   |            |
| 7.   |            |
| 8.   |            |
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| 10.  |            |
| 11.  |            |
| 12.  |            |
| 13.  |            |
| 14.  |            |
| 15.  |            |
| 16.  |            |
|      |            |

## 4-H Trivia

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| <p><b>Materials:</b></p> <ul style="list-style-type: none"><li>□ 4-H trivia questions (from the sample questions provided or from a list brainstormed by the group) printed on 3-inch by 5-inch cards</li></ul> <p><b>Time:</b></p> <p>15 minutes</p> | <p><b>Procedure:</b></p> <p><b>Before the meeting:</b></p> <p>Write trivia questions related to 4-H on 3-inch by 5-inch cards. You can use the sample questions provided or questions developed by your club.</p> <p><b>Sample 4-H Trivia Questions:</b></p> <ol style="list-style-type: none"><li>1. What do the four “H”s stand for in 4-H?</li><li>2. Where and when is 4-H Exploration Days held?</li><li>3. What is the name of this 4-H club?</li><li>4. Who is the state leader for Michigan 4-H Youth Development?</li><li>5. What is/are the name/names of our county 4-H agent/staff?</li><li>6. Where is the State 4-H Office located?</li><li>7. What is Kettunen Center?</li><li>8. Where is Kettunen Center located?</li><li>9. What is the date of our county fair?</li><li>10. How many meetings should a 4-H club in this county have in a year?</li><li>11. What are the duties of the president of a 4-H club?</li><li>12. What are the duties of the vice president of a 4-H club?</li><li>13. What are the duties of the secretary of a 4-H club?</li><li>14. What are the duties of the treasurer of a 4-H club?</li><li>15. What is the 4-H motto?</li><li>16. Who is the president of our county 4-H Advisory Council?</li><li>17. Name three workshops offered for 4-H members or volunteer leaders during the coming year.</li></ol> <p><b>At the meeting:</b></p> <ol style="list-style-type: none"><li>1. Tell the group they’re going to play one or more rounds of “4-H Trivia,” a game that can help new members learn about 4-H and your club and help returning and new members learn about important 4-H dates and events. (This game is also a good way to encourage group members to work together!)</li><li>2. Decide whether to have the group divide into teams or play individually.</li><li>3. Divide the questions into equal groupings (enough for each team, or each person).</li><li>4. Teams (individuals) will take turns asking one question to the rest of the group. The person who knows the correct answer should raise their hand, ring a bell, stand up or somehow identify him/herself.</li><li>5. If the correct answer is given, the next team (individual) will ask a question. If an incorrect answer is given, the team (individual) asking the question should give the correct answer before moving to the next question.</li><li>6. It is not necessary to keep score in this game, but you can if you wish.</li><li>7. The game is over when all questions have been asked and answered.</li></ol> |
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