

VIRTUAL ICEBREAKER GUIDE 2020

In these times of remote and virtual learning and engaging you must find ways to engage students during preview virtually. The following document gives you a plethora of ideas to incorporate into your guide group times. The icebreakers are listed with a title and a description. The description will detail how you facilitate that given icebreaker. You can adjust any of these icebreakers to your liking.

The icebreakers are split into three categories, based on how in depth they get and how much work you will have to put in to make it operate correctly. The categories are as follows:

Easy- These activities require little preparation on your part and are introductory types of icebreakers that will not last that long.

Medium- These activities will require some materials on your end to operate and will take up some more time

Detailed- These activities will require you to use some form of outside platform and often require you to share your screen. They may take longer than the other two categories.

What's in a Name

- **Description:**
 - Have each person go around and say what their full name is, followed by stories, meanings, heritage, or unique facts about how they got that name and/or what their name means.
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Snapshot Virtual Icebreaker

- **Description:**
 - Ask everyone to use their phones to take a picture of something.
 - The something could include...
 - Pets
 - Kids
 - Desk space (Yes, even messy desk spaces)
 - Refrigerator
 - Outfit
 - Closet
 - Share your pictures via email, groupme, or your communication channel of choice.
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Virtual Question Ball

- **Description:**
 - We all love the orientation classic....the question ball. You can still do a question ball virtually using online platforms to pick questions for the students to answer.
 - Use this website: <https://wheeldecide.com/>
 - This website will allow you to create your own questions
 - Have students take turn and spin the wheel, whatever it lands on they must answer, make sure to share your screen while doing this activity so students can see the wheel spinning
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Rose/Thorn Virtual Icebreaker

- **Description:**
 - Have students share their rose and thorn of this summer so far. The rose being something positive that has happened this summer or recently. The thorn being something bad or negative that may have happened this summer or recently
 - For example...
 - **Rose:** I found time to go for a walk today.
 - **Thorn:** There was no time to go for a walk today

Representative Item:

- **Description:**
 - Have each student retrieve an item directly around them in their house that best represent themselves or something special in their life.
 - Have each student go around and share what the object is and why it is important and what it represents about him or her.
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Two Truths & a Lie:

- **Description:**
 - Have each student go around and share two truths and a lie
 - Then have the other students in the group write in the chat which statement number (1,2 or 3) they believe to be the lie
 - Have the student reveal the lie
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Put the Record on:

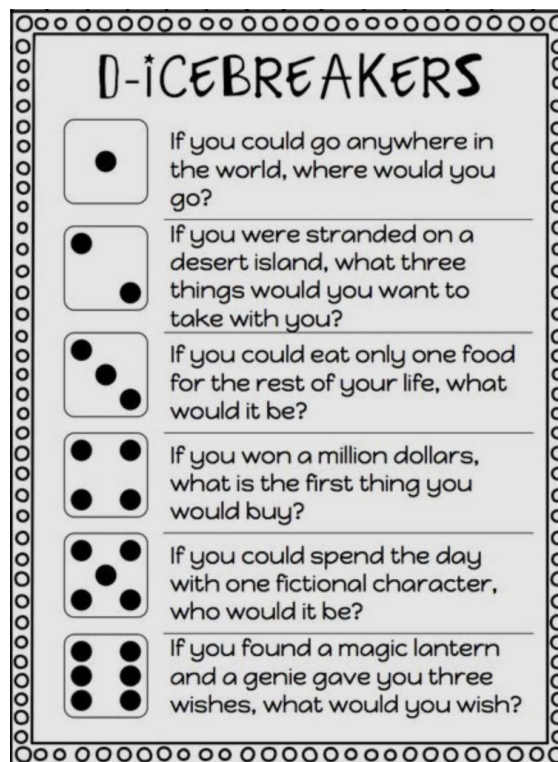
- **Description:**
 - This activity can be used to incorporate noise with students music choices
 - Have each student either use the computer they are on or their phone
 - When it is their turn have them click shuffle and let the group listen to the song that is playing
 - The student has to explain why they have that song on their device and why they like it
 - You could also have them just play what their favorite song is right now
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Emoji Check-in:

- **Description:**
 - A simple round table check-in but this time instead of a one-word or something, you pick an emoji that best describes how you are feeling right now.
 - Have each student put their emoji in the chat and explain why they feel like that emoji currently

Dicebreakers:

- Description:
 - An Icebreaker Activity using Dice.
 - Most people will have access to a pair of dice. Raid a pair from a board game or look in that junk drawer of life! Ask students to go retrieve a pair of dice, if they do not have anywhere they currently are, make sure you have a pair to use for them.
 - Have each person roll the dice and answer the corresponding question to the number on the die. You can create your own question if you desire, but share what each number means on the screen so students know what they are answering.

**Ten Things in Common:**

- Description:
 - This activity is a great warm-up and requires zero equipment. As a group, you need to come up with a list of 10 things that everyone has in common — *we are all wearing shoes, own a MacBook, etc.*
 - Another variation, if you have everyone is at home, is to find 10 items that everyone has in their immediate area — *we all sitting on a chair, we all have a notepad, etc.*
 - If you decide on the second version you can limit the items to 5 to make it easier for the group

Pet Show and Tell:

- **Description:**
 - Have each student go get a pet in their house to share with the group
 - Have the students with pet's go around and share their pet (name, type of animal, age, how they got their name)
 - If a student does not have a pet have them describe what their dream pet would be
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Remote Scavenger Hunt

- **Description:**
 - Since you won't be able to plant items for people to physically find, your best bet is creating a list of subjective, goal-based items.
 - Here are some example prompts:
 - Find an item you use to cook with.
 - Find an item that you use to write with.
 - Find an item that is circular.
 - Have students go searching through wherever they are currently located that match the description you provide.
 - You can even make this competitive by the first person to come back to the screen with the item gets a point. The student with the points at the end...wins.
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Adventurous Angy and Zippy Zack

- **Description:**
 - Name alliteration..... State your name and add a describing adjective about yourself starting with your name's first letter
 - The next person has to repeat your name and adjective and then add their own name and a describing adjective
 - The third person repeats the name-adjective union and adds his/her own, and so on and so on
 - People that logged into the meeting room first start first. The game gets more difficult in the end, and only you know who the order of when people logged onto the meeting, so it makes students truly pay attention the whole time

Most Unique

- **Description:**
 - This icebreaker is made to show everyone's unique backgrounds; it's a game called **Most Unique**. Your goal is to find something about you that no one else has in common. It could be a vacation you've been on, an award you've won, or a hobby no one's heard of before.
 - The group says one-by-one something they think is the most unique, and others will speak up if they've also done that. Once someone finds their own most unique fact, it moves on to the next person. At the end of the game, you should have new facts about everyone, and great conversation starters to ask about at another time.
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Skittles/M&M Questions:

- **Description:**
 - You will have to purchase a bag of skittle or M&M's for this activity
 - Each color of the candy will represent a different question, below are some examples:
 - Red- What is your favorite food?
 - Blue- Where in the world would you go right now if you could?
 - Yellow- What is your spirit animal?
 - Have each student take a turn answering some questions, when it is a students turn, pick a candy out of the bag for them, show it on the screen and have them answer the question
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1-2-3 Go!

- **Description:**
 - Before starting, be sure that each team member understands the directions.
 - The activity facilitator will count "1-2-3 Go!" On "Go!" each member of the group will hold up one hand to the camera with any number of fingers showing, 1, 4, 3... it's their choice.

- With all participants holding up some number of fingers, the first person to count and add all the digits showing in their group and shout out the correct answer wins the round.
 - Keep track of points if you wish, play several rounds or over multiple meetings and keep a running total for bragging rights.
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Link

- **Description:**

- Have a student start by saying three facts about themselves
 - All the other students must listen and if they share the same last fact given then they virtually raise their hand
 - It is now their turn and they state their three facts
 - This process continues until everyone goes
 - If after three facts no one has it in common have the student continue to list facts until someone does have
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Picture Charades

- **Description:**

- Like Charades but with a remote twist where you can only use images to explain whatever famous movie, book, etc. they pick.
 - Similar rules, no talking, and the images cannot be directly from the movie or book. I normally put a limit of 5 images.
 - You would have to make sure every student can share their screen so everyone can see
 - Or you as the Preview Guide can share your screen and do all the charades, this way you can make it a competition and give points to students who guess right first
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Virtual Cards

- **Free activity**

- **Time:** Up to 60 minutes, depending on how many rounds you play

- **Best for:** Teams of 2 – 6

- **Description:**

- Hop on this platform and play a variety of card games synchronously with your team. Doing something as commonplace as playing cards with your remote team helps cultivate the sense of normalcy that makes distance disappear.

Draw What Ya Saw:

- **Description:**
 - **What do you need:** Each person needs a piece of paper and a pen or pencil (or anything they can draw on and show to the group, digital drawing will not work well here).
 - **Set up:** Before the activity begins, the facilitator should draw or print an image on a sheet of paper that they can show to the group in the virtual meeting. Make sure that the image will be clearly viewable on the video screen. Images that are too detailed or too blurry will not work as well for this activity. This is a great chance to be creative and add some levity early in a meeting. I've included an example image below.
 - **Rules/Description:** "Each person will need their drawing implements in front of them. In a moment I'm going to hold up an image to the camera so that everyone can see it. I'll hold it there for about 5 seconds. After 5 seconds I will put it down and you will all have about 30 seconds [more or less depending on desired difficulty] to replicate the image. When time expires I will ask you to put your pencils and pens down and I may ask a couple of questions before we share. Does everyone understand the instructions? Okay, here is the image. [hold the image to the camera and be sure that the full image is visible. After about 5 seconds remove the image from view] Now draw what ya saw!"
 - Have each student put their image up on the screen so everyone can see what they drew
 - You can even have everyone vote for the image that best represents the image you held up
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If You Could Go Anywhere in The World Right Now, Where Would You Go?

- As the title suggests this activity is simply asking the question — "*if you could be anywhere in the world right now, where would it be?*"
- Now there are three variations on how to facilitate this one virtually.
- The first is if you have a virtual whiteboard tool like Miro (miro.com). Use it to put an image of the world in the center and get each person to put their name on the part of the world that they would rather be — it could be great fun to visualize!

- For this one you would need to get everyone's email so they can edit the image at the same time or simply have him or her state their answer and you put it on the map and share the screen.

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- Another option is to have someone compile the list of places into Google Maps using the 'Saved Places' feature — *here a comprehensive how-to guide for using the feature.*
- <https://medium.com/better-humans/how-to-save-and-organise-your-favourite-spots-all-over-the-world-using-google-maps-7e421eb0e58d>
- Finally, if you don't have any of those tools available you can simply get each person to Google an image of the location and share it with the team — or just say it.

Six-Word Memoirs

- **Description:**

- Another icebreaker that shows off your creative flair is **Six-Word Memoirs**. You'll write down a sentence that describes your life story in six words, and other students can ask why you chose what you did.
- An example could be, "The best experiences can happen randomly" for the time you met your favorite actor at a restaurant. It's a creative way to simplify your best experiences that make your others want to know more.

Houseparty Trivia

- **Free activity, must get students to download the app Houseparty**
 - **Time:** Up to 60 minutes
 - **Best for:** Teams of 2+
 - **Description:**
 - Jump on Houseparty, invite your team to join you, choose a trivia category, and start testing your common knowledge. The app provides immediate right-or-wrong feedback and shares results live, so everyone can stay pumped and in the game in real time.
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Critical Thinking Virtual Icebreaker

- **Description:**
 - Start your online meeting by posing a question some examples are attached to this link (<https://blog.udemy.com/lateral-thinking-questions/>) to the group: "If you were alone in a dark cabin, with only one match and a lamp, a fireplace, and a candle to choose from, which would you light first?"
 - Give everyone 30 seconds to choose.
 - Have everyone share their answer.
 - Spend about one minute discussing the differences in your answers and what you each learned from one another.
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Poll Everywhere

- **Description**
 - Use Online Polling platforms for instant answers to questions of your choice.
 - Use www.PollingEverywhere.com
 - Create questions that will give life to the group and cause discussions to happen. They can range from random questions like "what is your favorite food?" to "where is one place you would want to spend the rest of your life?"
 - You can also create multiple choice question on pollingeverywhere.com too
 - Make sure to share the screen so everyone's answers show up and you can talk about what results from the questions