

Ice Breakers & Virtual Games

Would You Rather:

Total Time: 15 Minutes

Pick 8-10 Questions from the list below

Group Size: Depending on your group size you might want to use the Breakout Rooms to allow the group to be smaller and provide better conversation.

Breakout Room Tips: Before breaking up into Breakout Rooms, post the Would You Rather questions in the Chat. Encourage people to start with their name before they answer the first question so people can learn names. You can float from room to room to participate in the conversation or help a group if they are super quiet.

After 5-8 Minutes bring the group back to the large room and ask people to share if they had any Would You Rather questions they really liked, found tough, or want to share one of their answers.

Would You Rather Questions

- Would you rather be able to control fire or water and why?
- Would you rather be able to talk to land animals, animals that fly, or animals that live under the water?
- Would you rather find five dollars on the ground or find all your missing socks?
- Would you rather be able to teleport anywhere or be able to read minds?
- Would you rather have unlimited international first-class tickets or never have to pay for food at restaurants?
- Would you rather live without the internet or live without AC and heating?
- Would you rather have all traffic lights you approach be green or never have to stand in line again?
- Would you rather move to a new city or town every week or never be able to leave the city or town you were born in?
- Would you rather have a completely automated home or a self-driving car?

Two Truths and a Lie:

Total Time: 15-20 Minutes (Depending On Group Size)

Have everyone come up with two true statements about themselves and one false statement. You can give people a minute or two to think. You can go first and share your 3 facts and whoever gets it can go next. Go around and have each person say the three statements and have them guess which was the lie. Reveal the truth about the statements and then the person who answered has to say their three statements and so on until everyone has gone.

Roses, Buds, & Thorns:

Total Time: 15 Minutes (Depending On Group Size)

Each student will tell a “rose” (a good thing that happened recently or something that he/she is happy about) and a “thorn” (a not-so-good thing or something that he/she is upset about). You can also add in a “bud” (something they are looking forward to in the coming week).

Put a Finger Down (Commonalities):

Total Time: 15 Minutes (Depending On Group Size)

Ask everyone in a group to hold up ten fingers. Each person will have a chance to share something about themselves and if someone else in the group has that in common they should put a finger down. The point of the game is for everyone to have all 10 fingers down and shows everyone how much they have in common

For Example: Hi again my name is Janae and I ran track in high school. Then everyone who ran track in high school would put a finger down. If nobody puts a finger down then the person should say something else.

Special Notes: Discourage people from saying things that are too general and obvious like “I’m a student at WSU.” “I’m from Michigan.” “I like eating.” Encourage people to say things that tell you more about themselves.

Name Origin Stories:

Total Time: 10 Minutes (Depending On Group Size)

Their name origin story: Ask everyone to share how they got their name, stories, meanings, heritage, who they are named after or unique facts about how they got that name and/or what their name means. If they don’t know their name origin, ask them to share what name they would have picked for themselves if they were allowed to choose.

Something In Common:

Total Time: 15 Minutes (Depending On Group Size)

This simple icebreaker will also take advantage of Zoom’s Breakout Rooms option. Let Zoom automatically assign the larger team into groups of 2, and give them 4-5 minutes to introduce themselves and find 5 UNIQUE things that they have in common. Within those 4-5 minutes, participants also need to choose the most unique thing that they have in common with their partner, which they will share with the larger group once they go back to their larger meeting.

Bon APPétit:

Give participants a minute or two to determine the most interesting yet useful app on their phone. Then, have each participant share their app with the rest of the group. While participants share their apps, the facilitator will keep track of each app that has been shared. At the end of this activity, the

facilitator will send out the list of Essential Apps to the entire team. Alternatively, in place of apps, you can also do this activity with books, recipes, movies, and more!

Most Recent Photo:

Have participants pull up the Photos app on their phone and look at the most recent photo they took. Have each participant share their photo in their camera, and briefly tell the story behind the photo. This is a great way to get participants to share a little more about themselves.

Special Notes: Works best if everyone has their camera on!

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.

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 something in common.

Drawasaurus:

How Many People: 20 People

Visit [Drawasaurus](#) on your web browser and create a private room and set a password. You can set the parameters for the game and create the room. Share the room information in the Zoom Chat and have participants join.

Skribbl.io (Virtual Pictionary):

How Many People: Up to 12 Players

Visit [Skribbl.io](#) on your web browser and create a private room. You can set the parameters for the game and create the room and it will provide a custom link. Share the custom link in the Zoom Chat and have participants join by clicking the link and putting in their name.

Codenames:

How Many People: Up to 8-12 Players

Visit [Code Names](#) on your web browser and create a private room. Share the room info in the Zoom Chat and have participants join by adding the info. Their names should show up in the game board and they will randomly be put on the red or blue team.

Family Feud

How Many People: 14-20

Using the Breakout Room feature Split the group into 2 to 3 teams. You can split them automatically and then those groups can stay the same throughout the game. Team A, B, & C should go into their breakout rooms to introduce themselves and come up with team names. Give them 3-5 minutes. When it's almost time for the intro time to be over use the announcement to all feature or pop into the room. Once they come back to the main session have them share their team name.

Ask each group to pick a number between 1-20 and the closest team goes first.

Pick a Family Feud Category from the list [here](#) and have the first group have each team member give a suggestion. If they get something on the list they get points. If they give an incorrect answer 3 times on that team's turn it goes to the next team. Keep Score!

Everything from A-Z Icebreaker:

How Many People: 20 People

The larger team will be broken up into multiple smaller teams via the Breakout Rooms feature on Zoom. Once they are in their breakout rooms, participants will have 5 minutes to find items in the room that they are in that starts with each letter of the alphabet. They will need one item for each letter, and each item can be used once only. For example, they can use Apple for A, and Book for B. Each team will also select one recorder to write down what each item they have found for each letter. Once their time is up, the facilitator will bring the team back to one call, and the recorders from each team will share what they came up with.

Hey Mr. DJ

Invite students to play 30 seconds of a song that inspires them. Using Zoom, participants can click "Share" and tick the box "Share computer sound". Invite students to talk about why the song inspires them. If there is time, choose another song theme (songs that get you ready for a big test or presentation) and play more tunes!