



## INSTANT COMMUNITY

### QUICK ACTIVITIES FOR STUDENTS AND STAFF

*"Icebreakers are tools that enable the group leader to foster interaction, stimulate creative thinking, challenge basic assumptions, illustrate new concepts and introduce specific material."*

**The Encyclopedia of Icebreakers**

Activity: **JEDI MINDS**  
Materials: None  
Metaphor: *We all need to be thinking and doing the same things.*

#### **To Play:**

This activity can be played by a group in a circle or spread out among tables. It can also be played in pairs. The object of the game is to correctly match the motion of other participants without communicating in advance.

1. Pick three different motions based on a category: animals, sports, musical instruments, funny faces, Star Wars, feelings, etc.
2. Practice each of the three motions so each participant can duplicate it on the count of three.
3. On the count of three, all participants display one of the three motions. The game continues until everyone is displaying the same motion. No communication between rounds is allowed.

**If playing in a circle**, have participants face outward from the center of the circle. On the count of three they spin around facing the center of circle displaying their motions. **If playing in pairs**, have participants become partners once they match. The partners then play other partners and continue to join together with other groups once they match. The game ends when the final two groups match.

**Debriefing:** *How did we achieve success in the game? How can we achieve success at school?  
What do we have in common?  
What obstacles get in the way of everyone thinking and doing the same thing?*

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Activity: **SNOWBALL FIGHT**  
Materials: Piece of scrap paper for each participant  
Metaphor: *We need to take time to ask questions.*

#### **To Play:**

This is a fun activity that can be played while participants are standing or seated at tables. It can be used as a get-acquainted activity or as an anticipatory set for a serious topic.

1. Participants write a get-acquainted question on a piece of paper (i.e.-What is a favorite movie? Where would you like to travel? Where were you born?) or a question about a school issue (i.e.- What degree of bullying do we have at our school? How are students achieving academically? What do we most need to change at our school?)
2. After writing their question, participants crumple their paper into a ball. On the command of "Snowball fight!" participants toss their papers at each other.
3. On the command of "Stop," participants pick up a snowball nearest them.
4. Participants take turns reading and answering the questions in pairs or in the large group.

**Debriefing:** *What did we learn about our group from this activity?*

*"People of all ages crave the stimulation that comes from their participation in playful games."*  
**The Encyclopedia of Icebreakers**

Activity: **THE RIGHT FAMILY** (activity from "R.S.V.P School Implementation Guide")  
Materials: Copy of the story of The Right Family; one passable object per participant  
Metaphor: *Focus and concentration help us achieve success (could be used as a fun, pre-WASL activity).*

**To Play:**

This activity is best played in a circle.

1. Form participants in a circle.
2. Each time they hear the word "right", they are to pass the object in their hands to the right. Every time they hear the word "left", they are to pass the object in their hands to the left. Practice a few times before reading the story of The Right Family.

*The Right Family*

This is the story of the Right family. Last night, the Right family went to see a baseball game between the Boston Red Sox and the Minnesota Twins. They left the house at six o'clock, right after the family finished dinner. Mr. Right drove everyone to the game in the red family van, which is always parked on the left side of the garage. In the van were Mrs. Right, Bobbie Right, Katie Right, and Joey Right. As they drove down the street, Mrs. Right waved to Lisa, their neighbor, who lives two houses down on the left. She was watering her garden on the right side of her house. As the Right family approached Fenway Park, Mr. Right exclaimed, "I can't remember where I left the tickets!" Joey Right said, "Dad, I saw you put them in your right hand pocket." Mr. Right checked, but they were not there. Katie said, "No Dad, that isn't right. You left the tickets with me for safekeeping. I have them right here in my purse." "What a relief," said Mr. Right as he turned left into the stadium parking lot. Joey almost left his baseball glove in the van, but right when Mr. Right was about to lock the doors, he remembered he had left it under his seat. The Right family had to wait in line for a bit, but finally made it to their seats in left field. As they sat down, Mr. Right looked to his left at the whole Right family and smiled. He had made the right decision in getting tickets for this game.

**Debriefing:** *How well were you able to concentrate on the story? What strategies did you use?  
What happened to all the passing objects? Why?  
What can we do to improve our concentration?*

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**For more ideas visit the Washington Student Leadership Web site:**

[www.awsp.org/leadership](http://www.awsp.org/leadership)

Link: *Resources*

**The Art of Icebreakers:** This 11-page monograph is an in-depth look at icebreakers. It covers the purpose of icebreakers and how to lead them. Additionally, over 50 icebreakers are described.

**Group Led Initiatives:** This nine-page monograph is a complete look at Group Led Initiatives. Group Led Initiatives are mini-problem solving challenges that a team works on from a written set of directions.