

SENIA Conference Ice Breakers

Purpose: An icebreaker is an activity or game designed to welcome attendees and they help people get to know each other before the conference.

<p>Random check-in generator.</p>	<p>Start the conference off on the right foot with a fun check-in generator!</p>
<p>Easy, Medium, Hard Virtual Icebreaker Questions Additional Info _Click Here</p>	
<p>Same Same But Different</p> <p>Participants number off 1, 2, 3, 4</p> <p>Groups of 4 get together (i.e., 4 1's, 4 2's, etc)</p> <p>Group members identify differences/similarities between them and two takeaways they are hoping to get from the conference.</p>	 <p>The diagram is titled "Getting Started" and shows a circular structure with four quadrants. Each quadrant is labeled "Name Difference". In the center of the circle is the word "Similarity". To the right of the circle, there is a small box that says "Two things we want to learn:" followed by a numbered list: "1." and "2."</p>
<p>Cup Stacking: Fun collaboration activity.</p> <p>Materials required: 6 cups, rubber band with 4 strings pre tied (see photo)</p> <p>Set up cups (picture on left). Teams have to work together to stack the cups like the photo on the right.</p> <p>What strategies did you use to complete the task?</p>	 <p>The image is titled "Ice Breaker: Cup Pyramid" and has an objective: "Objective: Groups work together to stack cups in a pyramid using string and a rubber band." It shows two photos: the left one shows four orange cups standing upright with a purple arrow pointing to the right photo, which shows the same four cups stacked on top of each other in a pyramid shape.</p>
<p>Find Someone Who</p> <p>Purpose: to network and find out about the group</p> <p>Create a bingo board and have participants mix and mingle and find individuals that match their board (i.e., Is a speech therapist, works in a hospital setting etc)</p>	 <p>The image shows the title "Who are we? Find Someone Who" at the top. Below it are two bingo boards and a group of cartoon people. The bingo boards have various icons and text boxes for participants to check off or write names.</p>

Human Connections

One person stands up and says something about themselves. If someone has that in common, they come up and link arms with that person. Then the person who linked says something and the linking continues. Try to link everyone in the group.

Look up, Look down (good one for social distancing)

1. Have the players form a large circle. They can stand a feet or two apart.
2. Once the circle is formed, all the players should be asked to look down.
3. When the moderator shouts out "Look up," the players have to look up and immediately look at another person in the circle.
4. If the person they are looking at them also looks at them at the same time, they scream together and leave the circle.
5. The remaining players stand in their place and continue to stare at the person they have been looking at until the moderator says "look down."

The game continues until there are no more than two to three players left in the circle.

Joke and Punchline
Mix and Mingle Activity

Prepare enough index cards for each member of the group. One card will have the joke and one card will have the punchline. Participants mingle in an attempt to find the person that has the punchline to fit their joke or the joke to fit their punchline.

Candy Bowl

Materials:

- Bowl full of candies or packs of candy, like M & M's.

M&M ICE BREAKER
shared by Rhonda

- Give each participant a fun size bag of M&Ms
- Have them select 2 or 3 colors from the bag
- During introductions have them introduce themselves by using the color of the M&M as follows:



Green	Red	Yellow	Blue	Brown	Orange
Which cartoon character best describes you?	Describe your personality in one word.	What do you like the most about your job?	What is one thing your parents want to learn today?	What is one thing you like to eat?	What is your favorite food?

- Pre made question slide (see example on left)

Ask everyone to take between 1 and 5 pieces of candy, or a pre sealed pack.

They then have to share something about themselves (or answer silly questions) for each piece of candy they took. (See M & M example to the left)