



ENHANCING THE CLUB EXPERIENCE.....

ICE BREAKER Memory Game

Supplies:

- Subjects for memory
- Paper
- Pencil

Players:

Small groups

Instructions:

Pick a subject like foods you would eat or crave. Lay them all in a tray for viewers to see and have participants pass tray around. Remove tray from sight and have participant's list what was on tray. The person that lists the most objects is the winner. You can give extra points or break ties by asking specific questions like what flavor sucker and so on.



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ICE BREAKER

Dress The Mummy

Supplies:

Rolls of toilet paper

Players:

Small to large groups

Instructions:

Set up teams with 2-4 players on each team. One person on each team will be the mummy and each team will be given 2 rolls of toilet paper. They will have 5 minutes to complete the game. The team players are to circle around the mummy and pass the toilet paper to each other while wrapping the mummy in it. The leader of the group will be the judge and decide which team has created the best mummy design.



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People Bingo

Instructions:

Instead of creating a Bingo board with numbers, create a Bingo board of things anybody could have done or might have in their possession. Give each player a copy of the board and get them to go around asking the other players if they match any of the details on the squares. If a player does they have to sign their name in that square/s (For example, one square can be, "Find a person with 3 brothers & 2 sisters," another can be, "find someone who forgot to brush their teeth hair"). Give players a time limit. The winner is the first person who gets a row or at the end has most names. Different Bingo games can be played. IE. Blackout, 4 Corners, etc.



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Group Scavenger Hunt

Have audience break into 3 - 4 groups. Leader calls out different items or activities for the groups to produce. The first group (the entire group does not have to go) to come up to the front with the item gets a point. Group with the most points at end wins.

Suggested items and activities:

- Green (or another color) shoelace - to be removed from the shoe
- Pen with a chewed cap
- Penny or any coin with a certain date
- Paper clip
- Stamp
- Family picture
- Guy wearing red lipstick
- 2 people with their shoelaces tied together
- Gum in the wrapper - MC thanks the person and then eats the gum
- Key chain with at least 8 keys
- Past 4-H Meeting Agenda
- Bookmark
- Store receipt



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ICE BREAKER Line Up Game

Instructions:

Get in groups of five to ten people each. First group that gets itself into order according to the category you name, wins. Examples first letter of middle name, shoe size, height, birth date, etc. Just be sure to pick subjects that people can line up easily.



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Clump

Instructions:

Everybody mingles, constantly moving until the leader shouts out a number. All players must then try to get into groups of that number, any participants that don't succeed in getting in the specified group are out.

Variation:

Players find others who have things in common, such as same shoe size.



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Guess The Picture

Instructions:

Collect a set of pictures of your town / locality / personalities etc. and display them on the wall with a number. The guests have to identify them and write the name on a sheet of paper. The winner is the one with the highest score.

Note:

This activity could be a great lead in to a program on the history of landmarks in your community. Invite a guest speaker from the historical society or plan a tour to some of the local historical sites!



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Airport

Instructions:

Everyone makes a paper airplane and writes their name, nickname, something they like or dislike, 4-H projects, etc. on the plane. On cue, everyone throws their airplane around the room. If you have an airplane you get to pick up and keep throwing it for 1-2 minutes. At the end of the game, everyone must have one airplane. Unfold the airplane and find out who it belongs to. This is the person they must find and introduce to the group.



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A to Z Freeze Game

Instructions:

Ask participants to recite the alphabet in unison. Let them go on for a while until you yodel "Stop." At that point identify the letter they stopped on and ask a few to share something they are looking forward to in 4-H that begins with that letter. For example, if you stop on the letter "C" some may say camps, cooking, canoeing, etc. After a few have shared, begin the alphabet again. Stop on a different letter. Ask participants to share a personality trait for a leader that begins with that letter. Come up with different questions for each letter. The number of letters you stop on can be determined by the group size and how many share ideas on each letter. Play until everyone that wants to share has the opportunity to do so.