

Ice Breakers:

Getting to Know Each Other:

Many times icebreakers are used to remove tension and get a group interacting when people don't know each other very well. These are fun for any group (because we can always get to know each other better), but are particularly useful for groups that are just starting out.

- Goals:
 - Involve everyone
 - Spur discussion or interaction
 - Be fun!
- Examples:
 - Questions:
 - What are two of your pet peeves?
 - When you were a kid, what did you want to be when you grew up?
 - What 3 things would you take with you if you were stranded on a desert island?
 - What 5 words or phrases capture your life right now?
 - Games:
 - **Hot Seat:** Pick one group member. He or she is in the 'hot seat' for 2 minutes. The other group members can ask that person any question they want. The person in the hot seat must answer the questions. If, however, it's not a question he or she wants to answer, he or she can say 'No', and then whoever asked the question **MUST** answer it.
 - **Who Am I:** Each member of the group picks a famous, well-known person and writes it on a sticky note. The name should be kept a secret. Each person then takes their sticky note and puts it on another person's forehead. Taking turns, everyone with a sticky note asks the group yes/no questions to determine who they are. Examples: Am I male? Am I alive? Am I a politician/movie star/writer/etc.? Members keep asking questions until they get a no answer or until they guess incorrectly. The winner is the person who can figure out their person without getting any no answers or guessing incorrectly.
 - **M&M game:** Put M&Ms (or any other multicolored candy) into a bowl. Have everyone in the group grab as much or as little as they like, but make sure they don't eat it! For each piece of candy they took, they will have to answer a question, depending on its color. For example, you can designate:
 - Red Candy: favorite hobbies
 - Green candy: favorite foods
 - Yellow candy: favorite movies
 - Orange candy: favorite places to travel
 - Brown candy: most memorable or embarrassing moments
 - Blue candy: wild cards (they can share from any topic they choose)

Be creative and choose questions you think would be fitting for your group. The facilitator will then call out the color topic and everyone will go around the room sharing 1 answer per M&M. For example, if you chose 2 pieces of red candy, you will have to name 2 of your favorite hobbies. After the individual has shared that color with the group, he/she may eat their candy. Continue around the room until each color topic has been shared.

- **Two Truths and a Lie:** Each person share with the group two true facts and one lie about themselves. Then the rest of the group has to guess which statement was a lie.

Beginning Your Meeting

Icebreakers should be a regular part of every meeting. They help to deepen relationships so that group members can share openly and trust can grow.

- Goals:
 - Should not be a 'yes' or 'no' question
 - Should give everyone a chance to talk in the first 15 minutes of the meeting
 - Should help introduce the topic of study
- Examples:
 - For "The Beatitudes"
 - Share a time when you felt mistreated because of your faith
 - In what areas of your life do you feel that you are lacking something?
 - For "Moses Parting the Red Sea"
 - What would you say to someone who asked you to have faith and do something that seems impossible?
 - Have you ever felt God asking you to do something? If so, how did you respond?
 - Are there any areas in your life where you feel you'll be trapped if God doesn't come through?
 - For "Creation"
 - Name two of God's creations that mean the most of you and share why