

Nevada HOSA December Icebreakers



Who did it?

To start, get all participants into a large circle. For bigger groups, it may be wise to divide the large group into a few smaller groups. Approximately 10-15 works best.

Once in a circle, the group picks a "guesser." The guesser must either stand outside of the room or in the opposite corner, so that they cannot see the group.

Once the guesser is out of sight, the group must pick a "leader." Once a leader is chosen, the leader begins a pattern (clapping, stomping, snapping, patting head, jumping up and down, get creative!). Once the pattern has begun, the guesser can be let back into the room. The guesser must then stand in the middle of the circle and try to guess who the leader is.

The leader, throughout the duration of their time as leader, must change patterns every few minutes. Of course, do so very slyly to avoid being caught by the guesser. (The rest of the group copies what the leader does). For example, if the first pattern is clapping, the entire group claps. If the leader changes it to snapping, the entire group must snap.

The guesser is allowed 3 guesses to figure out who the leader is. If the guess is successful, the leader becomes the guesser and the game repeats. If the guess is incorrect, the leader must reveal him or herself and choose another guesser.

The game repeats. The lesson: to pay attention, follow directions, and be observant!

10 Fingers

Get into groups of 10-15 students. Each student begins with holding up 10 fingers. To start the game, a person must say "Never have I ever, then a fact." For example: "Never have I ever broken a bone."

If the fact is applicable/true to anybody in the group they must put one finger down. A finger gets put down for every fact that is applicable. Keep repeating this in a clock-wise direction until there is a winner. The winner is the person with the last finger(s) up.

Flip Me

This is a high risk strategy game. Get a blanket (if it's a bigger group, use a sheet). Without anyone falling off, getting off, or stepping off, the blanket must be flipped over. The object of the game is to flip the blanket onto the opposite side while people are standing on it.

The Toilet Paper Game

You will need 2-3 rolls of toilet paper depending on the size of the group. Have the group sit in a circle. The leader tells the group to pretend that they are going on a camping trip overnight. The group leader then passes out the rolls of toilet paper and tells the group that they'll need to bring enough toilet paper for one night in the forest.

Once they have taken their sheets, tell them that for every piece of paper they took, they need to tell the group one fact about themselves. (Or you could have them earn their toilet paper by revealing facts about themselves, one sheet of toilet paper for every bit of info!).

Who Knows the Answer?

Create a list of questions and put aside the questions' answers. The amount of questions that you must make depends on the number of people that you have. Divide the number of people present by two, that's how many questions you need. For example, if you have 10 people, create 5 questions each with their own answer. If there are 24 people, create 12 questions each with its answers.

The questions can be anything: from geographical questions to simple personal questions. Cut the questions and the answers into little strips of paper. The object of the game is to have each person find the person who has their question or answer. For example, if the question is "When was HOSA founded?" The person with that question must find someone whose strip of paper says 1976.

Each person with a question must go around asking their question and the person they ask must answer with whatever their strip of paper says. If the question and the answer don't make sense together, keep looking around.