



MERLIN WORKS
TEAM WORKS
WORKSHOP GAMES

Icebreaker Get to Know You Games

Circus Bow: In pairs admit a mistake or failure to your partner. Then smile, bow, and let your partner applaud you

Two Circle Name Clap: After reviewing names, divide the group into two circles. Inside each circle, quickly one by one clap at each other saying the person's name. If you make a mistake by saying the person's name wrong, calling them by the wrong name, hemming and hawing, or taking too long, you smile, bow, let everyone applaud you, then move to the other circle, announcing yourself upon arrival.

Group Juggle: Using beanbags, create a pattern of saying the recipient's name and tossing the beanbags around the room so everyone receives the ball once. Continue tossing the ball in this pattern as you add more balls in. In the second round, have some of the balls go in the reverse pattern while some go in the original pattern. In the third round, have a ball going clockwise around the outside of the circle. After each round, check in with the group about the activity.

I'm Cool and So Are You: Have the group sit in chairs in a circle, with one less chair than participants. The one participant without a chair stands in the center of the circle. He announces, "I'm cool and so are you if . . ." and then completes the sentence with a statement that is true for them. If that statement is also true for anyone seated in the circle, those people must stand up and find a new seat. Who ever is left in the center starts a new round.

Favorites: Have participants write their favorites in three categories on note cards: maybe a favorite food, book, or leisure activity. Then have them hold up their cards and mingle around the room. Then they need to get in small groups based on their likes. In these small groups they need to find one more thing they have in common that they did not know already.

Group Order: Have the group silently get in order by birth date, geography, thumb size, birth order, years in the organization or anything you can think of.

Enemy Defender: Have the entire group move around the room to open space.

Have everyone secretly pick a person out of the corner of his or her eye to keep tabs on. This is their secret enemy. Then have them secretly pick a second person. This second person is their defender. When the leader says go, everyone must move to keep their defender between themselves and their enemy.

Whoosh Bang Pow: Send energy around the circle in three ways. Whoosh: swing your arms alongside the circle send the energy around the circle like a gust of wind. Bang: hold up two fists and send the energy back where it came from. Pow: make eye contact and clap across the circle.

Yes And, Acceptance and Sharing Control

Everybody Go: In a circle, take turns having one person step in to the center, say "Everybody Go . . ." and then completing the line with any instructions or movements that everyone can do safely. Then everyone says "Yes" with enthusiasm and does that action. Then it is someone else's turn to hop in the center.

Yes And Brainstorm: In a team, create a new product and an entire marketing plan for that product. Each new idea should start with an enthusiastic "Yes, And . . ." Take three minutes to brainstorm and then present to the group.

First Word Last Word: Have a conversation where the last word of one person's sentence is the first word of the other person's sentence. Practice listening fully to the other person's line before speaking.

Mirroring: In pairs, pick one person to be A and one to be B. A will begin as the leader and B will be the mirror. The pair should work together to seamlessly mirror each other. After a minute or so, switch who is the leader and who is the follower.

Dance Diamond: Like a group mirror, but everyone is facing the same direction. Put players in a diamond formation, put music on, and have them take turns leading and following, depending on which direction they are facing.

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