



## Great Icebreakers!

Here are some KaBOOM!-errific ideas to spice up your meetings with giggles and guffaws!

- **Caterpillar Race**

Break into small groups (5-6 people). Form straight lines, and have everyone bend at the waist and hold the ankles of the person in front of them. Each “caterpillar” should try to move forward as a team. If someone loses their grip, the group must stop until everyone is connected. Give a prize to the winning team!

- **Beach Ball Brainstorming**

Announce a topic such as play, children or healthy communities. Have everyone stand up and pass around an inflatable beach ball. When someone catches the ball, they shout out something related to the topic (giggling! slides! clean air!) and then toss the ball to someone else. If people don’t know each other, add a memory game: Everyone has to name the person who passed the ball as well as what he or she said.

- **The Web**

Split the group into teams of 6-10 people, and have each team stand shoulder-to-shoulder in a circle. Each person puts his or her right hand in and grasps the right hand of someone across from (but not next to!) them. Then each person reaches his or her left hand in and grasps the left hand of a *different* person across the circle. Make sure all hands are clasped. Now everyone has to “untie the knot” without letting go of hands. Each team should end in a circle, but not necessarily all facing the same way.

- **Getting-to-Know-You Gobble (for smaller groups)**

The key to this game is the element of surprise! Bring a bag of small candies like M&M’s, candy corn or jelly beans, and pass it around as you’re about to start the meeting. Encourage people to help themselves. Once everyone has grabbed a handful, inform them that for every piece they’ve taken, they have to share one piece of information about themselves.

You can discover more about a person in an hour of play than  
in a year of conversation.

– Plato (3<sup>rd</sup> century B.C.), Greek philosopher