
Ice Breaker Bank

Here are some good icebreakers to start your core with so that people can get comfortable with the people in your group and have some fun!

Do not feel limited to this list. There are many, many more, but these are games that have been used by our corefas in the past, and they get people laughing and having fun while also helping people get to know one another! There are also a lot in the SICM binder and plenty on the internet. Remember that with all the ideas you find, you can adapt as necessary! These activities work best when they tie into your topic for the night in some way.

If you're unsure or looking for better ideas, talk to your peer team coach!

Have an ice cream bar as your snack and then the toppings correspond to things you share about yourself! For example, everyone who put chocolate sprinkles on their ice cream tells the group about their favorite family vacation. For every topping you got, you share the appropriate thing.

Literally break some ice together! Freeze some water in a large container to create a big block of ice. Have people chip away at the ice as they talk about themselves. You may also freeze some little toys, coins, figurines, etc. into the ice block and they have to "free" one of those items. They have to talk about themselves until the item is free!

Question ball: Type out about 20 or 30 get-to-know-you questions and tape them all over a beach ball. One person passes the ball to another and whatever question their thumb lands on, they answer that question, then toss the ball (check out questions in the corefa manual for ideas).

2 truths and a lie: Everyone tells three facts about themselves, one of which is a lie. Everyone has to guess which is the lie.

"Get-to-know-you Jenga": Write get-to-know-you questions on jenga blocks and they answer the question on the block they pull out. Just use normal Jenga rules other than that.

The human knot: Have everyone stand in a circle and join hands with two different people across from them (not standing next to them) so that everyone is connected. They then try to move around, over, above, through other people to get to an untangled circle without breaking the circle at any point.

Question cup: have everybody write a fun question & a deeper question on two pieces of paper, and drop them in a cup. Take turns drawing, and either have everyone answer the question that was drawn, or have that person answer and return the question to the cup. Continue for a certain amount of time.

"God is like...": You start with a bunch of random objects (stapler, cup, fork, shoe, soap, book, TV remote, whatever random things you can find in your house) and tell everyone to take one object. Then, you tell them to explain why God is like the object they selected. It can be pretty silly or serious depending on how thoughtful your people are. This is for a spiritual get to know you, perhaps two or three cores in.

Ice Breaker Bank (Cont.)

Life boxes: Take a sheet of paper and fold it in half and then in half again. Unfold and you have 4 boxes. Have markers or crayons available and have people write the following headings in the 4 boxes: 1) Childhood 2) High school 3) Present 4) Future. In each of the boxes they are to draw a simple picture that represents an event or action that was extremely important to that particular time of their life. Have people go around and share their experiences.

Lightning round: come up with a question or two that are either silly and quirky or a little deeper. Have everyone answer in 30 seconds to a minute each (that's why it's a lightning round!). Bonus points if the question somehow ties into your topic for the day!

Elimination-style King Elephant: This is a bit of a spin on traditional King Elephant. In this version, your animal remains your animal for the duration of the game. If you mess up, you're eliminated (rather than moving to the end and shifting). This way, if people come late you can just add them in, and there is confusion as to which animals are still in play, which makes it fun and different!

These are just a few tested ideas, but you have a ton of resources at your disposal! You have your campus staff, veteran corefas, and Google!! Just remember, Google has never been a corefa, so it is more a consultant that you use to get you thinking than a dictator that you follow to the letter. Adapt as necessary and have fun! These are neat ways to play together and get to know your core members!!

12 of the Best Icebreaker Questions

Questions that "encourage some level of self reflection":

- What is something that you recently discovered that you are excited about?
- What is something you know really well?
- What are your hopes for what the future holds for you?
- What is the most adventurous thing you have ever done?

Questions that are "fun and light":

- What is the strangest thing you used to believe as a child?
- What is one of your favorite topics of conversation?
- What is something that amazes you?
- What made you smile in the last two weeks?

Questions that are "a bit deeper":

- How did you learn your most important lesson in life?
- What would you do differently if nobody would judge you?
- If you could give one piece of advice to a large group of people, what would it be?
- What is one thing you want to accomplish in your lifetime?

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