

ICEBREAKERS

GUIDED ACTIVITIES TO HELP PEOPLE GET TO KNOW EACH OTHER

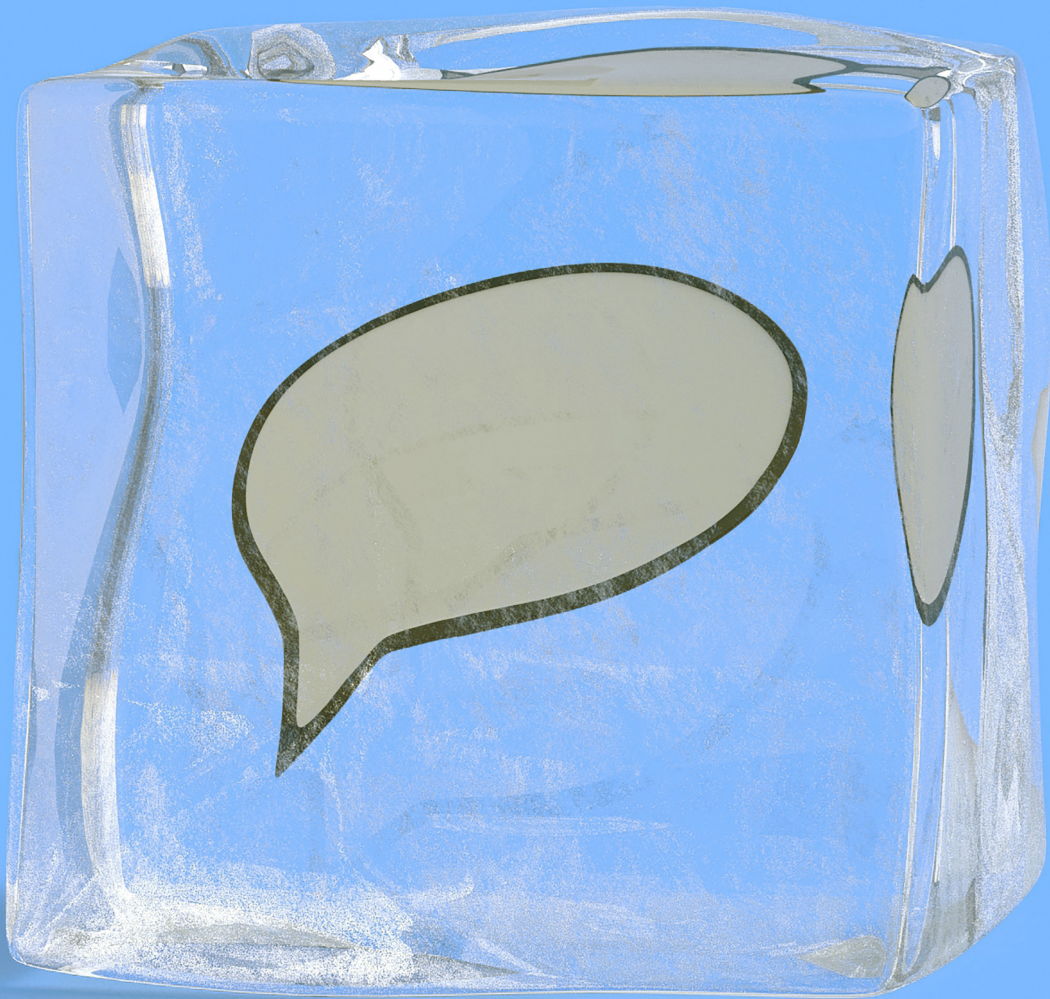


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August 2025
Av 5785

We are excited to share this Icebreaker resource with you. I have fond memories of my counselors, madrichim and youth leaders using Icebreakers. For many years, personally and professionally, I have often used Icebreakers as a meaningful way to begin a program, event or as a fun and memorable way for people to get to know each other.

Areyvut is dedicated to the core Jewish values of chesed, tzedakah and tikkun olam. We educate, engage, motivate and inspire others to concrete and meaningful action. This Icebreaker guide is one of our latest initiatives. We invite you to actively use this, to engage others and welcome any feedback that can help us in our mission to continue creating educational tools and materials that relate to our mission. We may be contacted at info@areyvut.org.

We see this as a supplementary resource designed to help educators and individuals in all settings all year long. If you know of any educator or person that can benefit from this, we ask that you please share this with them and encourage them to actively use it. While this guide focuses on Icebreakers, it also teaches critical values like communication, active listening, leadership, team building and following directions that are all relevant and essential in educating today's youth. We strongly suggest that you spend time in advance before just selecting an activity and that you always modify the Icebreaker to best meet your target audience and particular goals.

We would like to particularly acknowledge Dr. Valerie Thaler, Judith Jaffe, Nora Steinberg and Rena Ray for their contributions and roles in bringing this endeavor to fruition.

We acknowledge, thank and recognize our Board members past and present for their role in facilitating our holy and important work. Without them, their dedication and passionate commitment to the core Jewish values of chesed, tzedakah and tikkun olam, Areyvut and this resource would not exist. In particular, we dedicate this resource to Sara Weinberg, our outgoing Board Chair and longtime Board member.

Sara has been an invaluable asset and advisor to Areyvut and her efforts have profoundly impacted many the world over, including you. As a lay leader, noted educator and engaged parent, Sara has used Icebreakers over the years and as she completes her years of dedication to the Board, we thought this a fitting tribute to publicly thank her for her leadership, guidance, active partnership and ongoing distinguished service.

With warm wishes,
Daniel Rothner
Founder & Director

INTRODUCTION

Icebreakers are critically important, fun and engaging activities to help people get to know one another. They are generally used to help acquaint a group of unfamiliar participants or to set the tone for an event or program. In addition, the overarching benefits to using Icebreakers include: creating commUNITY, interaction and empathy.

CommUNITY

CommUNITY is a group of individuals who share values, ideals or demographics. But commUNITY is not simply those individuals hanging out together in a room. Actively and thoughtfully building commUNITY is a process and the practice of using an Icebreaker opens the door for the individuals to get to know one another, which leads to building commUNITY. For example, when one learns what they have in common with friends or colleagues, they feel more aligned with them and are better connected, able to listen, be supportive and meaningfully collaborate to achieve results.

Interaction

Interaction is a necessary component of commUNITY building and is an essential aspect in how Icebreakers work. Even the few minutes an Icebreaker might take can elicit laughter, open dialogue, genuine bonds, memories or stepping out of one's comfort zone and more importantly, it prevents a siloed culture.

Empathy

Empathy is the ability to be able to see events or situations through some else's perspective. To step back, explore the other's point of view and then collaborate to make decisions, or at a minimum, make a decision while understanding the impact it will have on others. When empathy is lacking, individuals cannot function effectively because, in the simplest terms, they do not care. The Icebreaker gives participants the opportunity to see their peers in a different light, which hopefully allows them to be more empathetic.

Icebreakers have proven to provide value and are worth the few minutes they take.

THREE MODELS OF ICEBREAKERS

Interaction Icebreakers

Interaction icebreakers are used to encourage participants to engage with one another. An example of an Interactive Icebreaker is one where participants might move about the room to a space in the room that best defines them. Warning: keep participants' mobility in mind.

Sharing Icebreaker

A Sharing Icebreaker is when the participants share information with each other. This is perfect for participants who may not know each other.

Team Building Icebreakers

Team Building Icebreakers are used to facilitate a collaborative environment. Any short activity that requires the participants to break into teams to conduct the activity is a Team Building Icebreaker. They are particularly beneficial to participants who may not know each other, participants where there has been dysfunction or to participants that have experienced significant leadership changes.

RULES TO MINDFUL OF:

Clear Objective

Before deciding whether or not to use an Icebreaker or which Icebreaker to use, it is important to understand what your goal is and what you want to achieve. For example, if half of your participants are new, a Sharing Icebreaker will be most beneficial. If the group has not been working collaboratively, then a Team Builder might be most beneficial.

Keep It Simple

Icebreakers are not meant to take hours. The goal is not to have participants think too much or spend too much time evaluating the task at hand. The simpler the activity, the more effective it can be.

Icebreakers Work!

SOME ICEBREAKERS, DO'S AND DON'TS:

Don'ts:

- Don't make people share anything too personal.
- Don't make people touch each other.
- Don't force people to participate.
- Don't facilitate a program that takes too long.

Do's:

- Do ask simple questions that reveal interesting information about people but do not require anyone to share overly personal information.
- Do have people talk one-on-one. A common weakness of most Icebreakers is that it tries to get everyone to get to know everyone else, which dilutes the interactions. It's far better for someone to feel more connected to one or two other people in the room.
- Do split people into groups; especially for large groups. Breaking people into smaller teams allows them to get to know a few people better.
- Do introduce elements of friendly competition, especially in groups. Competing against other groups helps participants bond with their own group.
- Do ask people to share one thing they learned about someone else, if time permits. It's very affirming when a stranger demonstrates that they listened and learned something about you and also got your name right.
- Do modify and tailor to your audience, goals and needs.

SOME VERY QUICK POTENTIAL ICEBREAKERS:

- Tell others about the origin of your name. Everyone has an interesting story about their name and it's a great way to also get to know different cultures.
- Say your name, school, camp or organization and one thing that makes you happy. Everyone generally has at least one thing that makes them happy and it's been scientifically proven that if you think happy thoughts, you become happier and this can be a great way to start a meeting, event or program.
- Write down your favorite Icebreaker question or anything you want to know about people on a post-it. Now go around the room and find a partner and ask them your question. When the leader says switch, exchange the post-it and find another partner. It's interesting to find out what questions people ask and how others will respond.

- Pair up with anyone in the room. You will be given a topic to talk about. When you are told 'Switch,' find a new partner and you will receive another topic. This can be done for three or four rounds. While people likely won't be able to meet everyone, they'll get to know two or three people better.
- In your group, find 3 things you all have in common.

HOW TO USE THIS BOOKLET:

These Icebreakers are just some of the many hundreds of Ice Breakers. These can be used for students and adults, with friends, for family gatherings, business, conferences, formal or informal education, events, retreats, trainings and in any setting and any time of year. They are broken into five categories: Conversation, Writing/Drawing, Movement, Roleplay and Jewish Values/Values Clarification. Within these categories, the Icebreakers are organized by how long the activity takes.

The graphic organizer on the next page also breaks down whether or not the Icebreakers are Shabbat friendly, need materials, need pre-planning, need open space, require an even number of participants and if they are competitive. "Shabbat friendly" is used in this booklet to refer to Icebreakers that do not require writing, drawing, building or throwing. However, we always encourage you to tailor to your particular needs. Needing pre-planning means that an assignment needs to be given ahead of time or the facilitator has to print materials or come up with words ahead of time. Also, "competitive" in this booklet just means that there is a winner, but you can choose to modify as necessary to avoid or add a winner for any of the activities.

For each Icebreaker there is a recommended number of participants. This is optional and you can of course modify or adapt them depending on your needs. Some of the Icebreakers have variations you can select and feel free to modify any of the Icebreakers in this booklet to meet your needs.

CONVERSATION ICEBREAKERS

#	NAME	TIME NEEDED	SHABBAT FRIENDLY?	NEEDS MATERIALS?	NEEDS PRE-PLANNING?	NEEDS EVEN # OF PARTICIPANTS?	COMPETITIVE?	NEEDS OPEN SPACE?	PAGE #
1	Name that Tune	Flexible	X	X	X	X	X	X	11
2	Two Truths and a Lie	Flexible	✓	X	X	X	X	X	11
3	Would You Rather?	Flexible	✓	✓	X	X	X	✓	11
4	Show and Share	15 mins	✓	✓	X	X	X	X	13
5	Get-To-Know-You Jenga	20 mins	✓	✓	X	X	X	X	14
6	Pass the Buck	20 mins	X	X	X	X	✓	✓	15
7	Pass the Candy	20 mins	✓	X	X	X	X	✓	16
8	10 Fun Interview Questions	20 mins	✓	✓	✓	✓	X	✓	17
9	Guess the Baby Picture!	30 mins	✓	✓	X	X	X	X	20
10	Speed Meetings	30 mins	✓	X	X	X	X	✓	20

WRITING/DRAWING ICEBREAKERS

#	NAME	TIME NEEDED	SHABBAT FRIENDLY?	NEEDS MATERIALS?	NEEDS PRE-PLANNING?	NEEDS EVEN # OF PARTICIPANTS?	COMPETITIVE?	NEEDS OPEN SPACE?	PAGE #
11	Who Is It?	Flexible	X	✓	X	X	X	X	22
12	More Than Nametags	15-20 mins	X	✓	✓	X	X	X	22
13	Crossword Names	20 mins	X	X	X	X	X	✓	23
14	Frivolous Debate	20 mins	Could be	Could need	✓	X	X	X	23
15	Human Bingo	20 mins	X	✓	X	X	X	X	24
16	3 Wacky Things in Common	20 mins	X	X	X	X	X	X	25

WRITING/DRAWING ICEBREAKERS

#	NAME	TIME NEEDED	SHABBAT FRIENDLY?	NEEDS MATERIALS?	NEEDS PRE-PLANNING?	NEEDS EVEN # OF PARTICIPANTS?	COMPETITIVE?	NEEDS OPEN SPACE?	PAGE #
17	Who Am I? (Type 1)	20 mins	X	X	X	X	X	X	25
18	The Envelope, Please!	20-30 mins	X	X	X	X	X	X	26
19	Draw Yourself	30 mins	X	X	X	X	X	X	26
20	Who Am I? (Type 2)	30 mins	X	X	X	X	X	✓	27
21	Draw Your Hand	40 mins	X	X	X	✓	X	✓	28

MOVEMENT ICEBREAKERS

#	NAME	TIME NEEDED	SHABBAT FRIENDLY?	NEEDS MATERIALS?	NEEDS PRE-PLANNING?	NEEDS EVEN # OF PARTICIPANTS?	COMPETITIVE?	NEEDS OPEN SPACE?	PAGE #
22	Modern Sculpture	Flexible	✓	X	X	X	X	✓	30
23	Copy Cat	5-10 mins	✓	X	X	X	✓	✓	30
24	Lock Arms	5-10 mins	✓	X	X	X	✓	✓	31
25	Lung Capacity	5-10 mins	✓	✓	X	X	✓	X	31
26	Rock, Paper, Scissors Tournament	5-10 mins	✓	X	X	✓	✓	✓	32
27	Marshmallow Challenge	10 mins	X	✓	X	X	✓	X	32
28	Sound/Movement/Pass	10 mins	✓	X	X	X	X	✓	32
29	"Yes."	10-15 mins	✓	X	X	X	X	✓	33
30	Zip, Zap, Zop	10-15 mins	✓	X	X	X	Can be	✓	33
31	Mirror Image	15 mins	✓	X	X	✓	X	✓	34

MOVEMENT ICEBREAKERS

#	NAME	TIME NEEDED	SHABBAT FRIENDLY?	NEEDS MATERIALS?	NEEDS PRE-PLANNING?	NEEDS EVEN # OF PARTICIPANTS?	COMPETITIVE?	NEEDS OPEN SPACE?	PAGE #
32	A Twist on Musical Chairs	15-20 mins	✓	✓	X	X	✓	✓	34
33	Scavenger Hunt	20 mins	X	✓	✓	X	✓	✓	35
34	Where's My Chicken?	20 mins	✓	X	X	X	X	✓	36
35	Human Anagrams	45 mins	✓	✓	✓	X	✓	✓	36
36	Indoor Track Meet	45 mins	✓	✓	X	X	✓	✓	37
37	Steal the Knish	45 mins	✓	✓	X	X	✓	✓	38
38	Time Test	45 mins	✓	✓	X	X	✓	✓	38

ROLEPLAY ICEBREAKERS

#	NAME	TIME NEEDED	SHABBAT FRIENDLY?	NEEDS MATERIALS?	NEEDS PRE-PLANNING?	NEEDS EVEN # OF PARTICIPANTS?	COMPETITIVE?	NEEDS OPEN SPACE?	PAGE #
39	Crisis Situation!	5-10 mins	✓	X	X	X	X	✓	39
40	A Pen is Good	10 mins	✓	X	X	X	X	X	39
41	Definition Dramatics	20 mins	✓	X	✓	X	✓	X	40
42	Paper Bag Dramatics	40-45 mins	✓	✓	✓	X	X	✓	40
43	Four Corners of Drama	45 mins	✓	X	X	X	X	✓	41

JEWISH VALUES/VALUES CLARIFICATION ICEBREAKERS

#	NAME	TIME NEEDED	SHABBAT FRIENDLY?	NEEDS MATERIALS?	NEEDS PRE-PLANNING?	NEEDS EVEN # OF PARTICIPANTS?	COMPETITIVE?	NEEDS OPEN SPACE?	PAGE #
44	Love & Values	5-10 mins	X	✓	X	X	X	X	42
45	Share the Love	10 mins	✓	X	X	X	X	X	42
46	A Variation of Hot Potato	5-15 mins	X	✓	X	X	X	✓	43
47	Desert Island	5-15 mins	✓	✓	X	X	X	X	43
48	Human Philanthropy Bingo	20 mins	X	✓	✓	X	X	✓	43
49	Values Ranking	20 mins	X	✓	X	X	X	X	44
50	Fear in a Hat	30 mins	X	✓	X	X	X	X	44
51	Jewish Diversity Bingo	40 mins	X	✓	✓	X	X	✓	45

CONVERSATION ICEBREAKERS

ICEBREAKER 1: NAME THAT TUNE

Time Needed: Flexible depending on your needs

Number of Participants: 5 to 20

Overview:

Music brings people together and you'd be surprised to learn how many participants are raving about the top trending song on TikTok, YouTube or Spotify.

Materials Required:

A device with a music app

A playlist

Steps:

Play a popular song, English or Hebrew, or a prayer and have your participants guess the name.

ICEBREAKER 2: TWO TRUTHS AND A LIE

Time Needed: Flexible

Number of Participants: Approximately 10

Overview:

This classic activity helps people get to know each other.

Materials Required:

None

Steps:

To play, you simply ask each person to brainstorm three "facts" about themselves – two of the facts will be true and one will be a lie. (Ex., "I once auditioned for a TV show. I have three brothers. I ziplined in Switzerland once.") Participants can take turns guessing which is the lie.

ICEBREAKER 3: WOULD YOU RATHER?

Time Needed: Flexible

Number of Number of Participants: Any

Overview:

This enables participants to see what similarities they have with other people in the group and causes a fun debate.

Materials Required:

Open space to move

List of questions

Steps:

- Ask participants a "would you rather" question from the list below or come up with your own.

- Instruct them to go to the left side of the room if they prefer the first option or the right side of the room if they prefer the second option.
- Once they move, call on a few people to discuss why they chose this side.
- Continue as long as you want.

Questions:

Would you rather live underwater or in space?

Would you rather meet Queen Esther or Judah Maccabee?

Would you rather only eat matzah for the rest of your life or have to eat horseradish with every meal?

Would you rather never watch TV shows again or never watch movies again?

Would you rather have a pet turtle the size of a bear or a pet bear the size of a turtle?

Would you rather only be able to eat candy forever or never eat candy again?

Would you rather have the ability to fly or be invisible?

Would you rather live in a world without music or a world without movies?

Would you rather have a pet dinosaur or a pet dragon?

Would you rather be a famous singer or a famous actor?

Would you rather time travel to the past or the future?

Would you rather have super strength or super speed?

Would you rather be able to talk to animals or speak every language fluently?

Would you rather live in a treehouse or a yacht?

Would you rather have unlimited pizza for life or unlimited tacos for life?

Would you rather be able to read minds or see the future?

Would you rather always have to sing instead of speak or dance everywhere you go?

Would you rather be stuck in a video game or a movie universe?

Would you rather have a magic carpet or a time machine?

Would you rather only be able to eat sweet food or savory food?

Would you rather have the ability to teleport or to shapeshift?

Would you rather have one wish granted today or three wishes granted in 10 years?

Would you rather be a superhero or a supervillain?

Would you rather have a personal chef or a personal trainer?

Would you rather live in a world where it never rained or a world where it never got dark?

Would you rather be a character in a comedy or a drama?

Would you rather be able to control the weather or control time?

Would you rather have a photo with your favorite celebrity or an autograph?

Would you rather play video games or board games for the rest of your life?

Would you rather live without your phone or without your computer?

Would you rather wear a costume every day or wear pajamas every day?

Would you rather have a twin or be an only child?

Would you rather travel the world for free or have a million dollars?

Would you rather live in a haunted house or a house with no internet?

Would you rather always be 10 minutes late or always be 20 minutes early?

Would you rather be able to control fire or water?

Would you rather have to sing everything you say or dance every time you walk?

Would you rather be the best player on a losing team or the worst player on a winning team?

Would you rather live in a video game or a cartoon?

Would you rather be able to breathe underwater or fly?

Would you rather be a ghost or a zombie?

Would you rather have a magic wand or a genie in a bottle?

Would you rather have an extra hour each day or an extra day each week?

Would you rather be able to control your dreams or watch them like movies?

Would you rather live in a world of cartoons or a world of superheroes?
Would you rather have a pet unicorn or a pet phoenix?
Would you rather be an amazing cook or an amazing singer?
Would you rather have a completely automated home or a self-driving car?
Would you rather have a lazy day at home or an adventurous day out?
Would you rather always have to wear bright colors or always have to wear black?
Would you rather be able to erase your memories or create new ones?
Would you rather be able to talk to your future self or your past self?
Would you rather have a holiday named after you or a building?
Would you rather have super intelligence or super creativity?
Would you rather be best friends with someone famous or with someone who is always there for you?
Would you rather be on a reality show or a game show?
Would you rather have a million friends or one best friend?
Would you rather always have to wear socks with sandals or never wear socks again?
Would you rather be in a movie with your favorite actor or a concert with your favorite musical artist?
Would you rather have to write everything you say or only be able to speak in rhymes?
Would you rather have to cook every meal or do every dish?
Would you rather have a flying car or a personal robot?
Would you rather give up chocolate or soda for a year?
Would you rather play a hero or a villain in a movie?
Would you rather live in a giant shoe or a giant mushroom?
Would you rather have a dream come true or be able to make someone else's dream come true?
Would you rather be a famous athlete or a famous writer?
Would you rather have a rewind button or a fast-forward button in your life?
Would you rather only be able to wear one color for the rest of your life or never wear the same color twice?
Would you rather be the best at everything but lonely or average at everything but surrounded by friends?
Would you rather always get stuck in traffic or always have bad internet?
Would you rather live in a world where everyone is always happy or where everyone tells the truth?
Would you rather never age physically or never age mentally?
Would you rather be a character in your favorite book or a character in your favorite movie?
Would you rather be able to play any instrument perfectly or speak any language fluently?
Would you rather have a photographic memory or be able to forget anything you want?
Would you rather eat only pizza for a month or only ice cream for a month?
Would you rather always have a bad hair day or always have a bad outfit?
Would you rather go to the beach or the mountains?
Would you rather live in a world where everyone has superpowers or where no one does?
Would you rather have a summer that lasts forever or a winter that lasts forever?
Would you rather live in a mansion in the city or a cottage in the countryside?
Would you rather have a job you love that pays poorly or a job you hate that pays well?
Would you rather never be able to lie or never be able to tell the truth?
Would you rather live without the internet or without air conditioning?

ICEBREAKER 4: SHOW AND SHARE

Time needed: 15 minutes

Number of Participants: If over 7 participants, split into smaller groups

Overview:

This activity helps members of the group learn more about you and their peers.

Materials:

Assignment ahead of time

Steps:

- Assign each participant to bring in an object to share. It could be around a theme (ex. favorite Jewish ritual object, favorite photograph, favorite socks, etc.).
 - Sit in a circle or can be done on Zoom.
 - Have each participant share something about their object and why they selected it.
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ICEBREAKER 5: GET-TO-KNOW-YOU JENGA

(tulsacampfire.org)

Time Needed: 20 minutes

Number of Number of Participants: Any

Overview:

This allows participants to get to know each other while playing a fun game.

Materials Required:

Jenga blocks with numbers written on them (1-54)

List of questions

Steps:

- Number the Jenga blocks from 1-54.
- Print out a list of questions (below) to correspond to each number.
- When a player pulls a block out of the Jenga tower, have them answer the question that corresponds with the number on the block.

Questions:

Who is your favorite character from the Torah?

If you could win an Olympic gold medal in any sport, what would you choose?

If you could have one superpower, what would it be?

If you could grow up to be most like one family member, who would it be?

If you could have any animal as a pet, which one would you pick?

Would you rather be invisible or super strong?

Would you rather be banned from all computer use for a year or not be allowed to eat any desserts for a year?

Would you rather go on a safari or a cruise?

Would you rather be able to talk to animals or control the weather?

Would you rather spend all day in a math or English class?

If you could give one gift to every single child in the world, what would you give them?

What is the strangest thing you've ever eaten?

If you could only eat one food for a whole month, what would it be?

If you were a kitchen utensil, which one would you be?

What is your favorite jelly bean flavor?

What is your favorite holiday food?

Would you rather spend all day studying one thing you love or do really easy homework for a subject you don't like?
What ice cream flavor best represents you?
What is your favorite pizza topping?
Would you rather get three wishes granted over five years or just one right now?
What is your most treasured possession?
If you could go anywhere on vacation, where would you go?
What is one thing you want to accomplish this year?
What is your favorite piece of furniture in your home?
Who is someone you admire?
What is your favorite outdoor activity?
What new skill would you like to learn?
What is a good memory you have from last summer?
What is a movie that makes you laugh?
If you could be any fictional character, who would you be?
If you were a color, what color would you be?
Would you rather be one inch tall or 10 feet tall? Why?
If you could go by a different name, what would it be?
If you were a celebrity, what would you be famous for?
What is your favorite book or movie character?
What do you want to be when you grow up?
If you could have an unusual superpower, what would it be?
What is your favorite board game?
If you could be any animal, which would you want to be?
What unconventional topic do you wish you could learn as a subject in school?
If you had your own country, what would you call it?
What topic do you know a lot about that other people don't?
If you had three wishes, what would you wish for?
What do you like about your best friend?
What was the best present you ever received?
What is one thing that you are really good at?
How do you use what you are good at to help others?
If you could make one food appear whenever you wanted, what food would it be?
What is the name of your favorite stuffed animal?
What value is most important to you?
What activity would you be happy to do all day?
What is one thing that you loved about today?
What is the best place your family has ever visited?
What is your favorite and least favorite part about school?

ICEBREAKER 6: PASS THE BUCK

(hadracha.org)

Time Needed: Approximately 20 minutes

Number of Participants: 5+

Overview:

Pass the Buck is a quick word association game that asks participants to brainstorm words that are connected to a particular topic. It's a good way to generate ideas and get creative juices flowing as a prelude to discussion.

Materials Required:

Open space

An object that can be easily tossed and caught (a soft ball, for instance)

Steps:

- Invite the participants to sit in a circle.
 - Choose a subject (Sample subjects include any Jewish topic that is currently under discussion; landmarks that have been seen in the course of your journey thus far, etc.) and give the ball to the first participant.
 - Explain that they will be throwing each other a ball (or whatever object is used) and that when they receive it, they will have five seconds, total, to say a word connected to a particular subject.
 - After they say their word, they should randomly throw the ball to the next participant.
 - A participant is "out" if three seconds go by before a person comes up with a word, or if they repeat a word previously said.
-

ICEBREAKER 7: PASS THE CANDY

(funattic.com)

Time Needed: Approximately 20 minutes

Number of Participants: 5+

Overview:

"Pass the Candy" is a fun Icebreaker to use when participants are first getting to know each other. It involves attaching questions or challenges to candy colors and having participants choose which challenge they want to "perform" for the remainder of the group.

Warning:

When serving any food, be sure to confirm no participant has any food allergy.

Materials Required:

Open space

Bag of M&Ms (5 M&Ms per participant are needed)

One large piece of display paper (or board)

Marker

Steps:

- Select M&Ms of five colors to utilize in this game.
- Separate those colors from the rest of the bag.
- Assign each of those colors a particular question or challenge that participants will need to do.
- On your display paper, write down the key, with the M&M color on one side and the question/challenge on the other.

Examples:

Red = Your favorite food.

Yellow = Sing the chorus of your favorite song.

Orange = Tell the group a joke.

Blue = Tell the group about your favorite TV show and why you like it.

Green = Your favorite movie and why.

Brown = Name a personal role model and explain why you chose that person.

Use other examples as you wish.

- Tell participants to stand or sit in a circle.
- Distribute a full set of five M&Ms to each person in the group. Explain that they should look at the display board and determine which challenge they wish to perform (or question they wish to answer) in front of the group.
- Participants can eat all M&Ms except for the color that represents the challenge they have selected.
- Once everyone has eaten the leftover M&Ms, instruct participants to go around the circle, show the remaining M&M and perform the challenge they have selected.
- Once a participant's turn is over, they can eat the remaining candy.

Variation:

Have participants determine the challenge or question each M&M color will represent. Perhaps, use this activity as a way to invite reflection on your activities up until this point. Colors might then represent the following types of questions:

- What was your favorite activity and why?
- Describe a transformative experience you have had.
- Identify a Jewish value that resonates with you.

ICEBREAKER 8: 10 FUN INTERVIEW QUESTIONS

Time Needed: Approximately 20 minutes

Number of Participants: Any even number (partners required)

Overview:

10 Fun Interview Questions are safe, playful questions which help allow participants to get to know each other in pairs, without having to give up especially sensitive information they may not be willing to share.

Materials Required:

Large open space
 Stopwatch (optional)
 Distribute questions in advance

Steps:

- Ask participants to partner with someone they have never met and introduce themselves. Pairs should spread out in a large room so that they are not too close to other participants.
- Explain that for each of the questions, the first participant will have a set time limit to answer before "time" will be announced, at which time the second person should answer.
- Read each question; wait the amount of time indicated.
- Call time and allow the second person time to share. Allow that person the same amount of time to answer the question.
- Read the next question.

Questions:

- If you could have an endless supply of one food, what would you choose? (10 seconds)
- If you could be an animal, which one would you choose and why? (10 seconds)
- If you could choose to have one superpower, which would it be and why? (30 seconds)
- A movie is being made about your life. Which actor would play you and why? (20 seconds)
- You have been given the ability to travel to any place in the world. Where would you go and why? (30 seconds)
- If you did not have to go to school, what would you do? (15 seconds)

Other people would describe me as...list five adjectives. (30 seconds)

I would describe myself as...list five adjectives. (30 seconds)

You are going to a secluded island for three months and need to choose three objects to bring with you. What would you choose and why? (30 seconds).

You have been given a time machine that permits you to travel to any point in the future or in the past. You have been permitted only one trip. What time period do you visit and why? (30 seconds)

What person, alive or dead, would you want to have dinner with and why? (20 seconds)

Name your favorite person from the Tanach and why? (20 seconds)

What do you want most in life? What is your dream? (30 seconds)

What are the obstacles standing in the way of getting what you want? (20 seconds)

What sport would you compete in if you were in the Olympics? (10 seconds)

If you could choose any person from history to be your imaginary friend, who would it be and why? (20 seconds)

You can have an unlimited supply of one thing for the rest of your life, what is it? (30 seconds)

What fictional world or place would you like to visit? (20 seconds)

If you could live in any country, where would you live? (20 seconds)

If you were famous, what would you be famous for? (10 seconds)

You can only own either a phone or a computer, which do you choose? (10 seconds)

If you could see one movie again for the first time, what would it be and why? (20 seconds)

Which decade do you love the most and why? (10 seconds)

If you were immortal, what age would you choose to stop aging at and why? (10 seconds)

If you could do anything in the world as your career, what would you do? (20 seconds)

What was your least favorite food as a child or now? (10 seconds)

If you had to be on a reality TV show, which one would you choose and why? (20 seconds)

If you were a wrestler what would be your entrance theme song? (30 seconds)

If you had to eat one meal every day for the rest of your life what would it be? (10 seconds)

You can have anyone fictional as your imaginary friend, who do you choose and why? (20 seconds)

What would your superpower be and why? (10 seconds)

If you could choose any two famous people to have dinner with, who would they be? (30 seconds)

If you had a time machine, would you go back in time or into the future? (10 seconds)

If you could be any animal in the world, what animal would you choose to be? (10 seconds)

What's your favorite place of all the places you've travelled? (20 seconds)

You have your own late night talk show, who do you invite as your first guest? (30 seconds)

Have you ever met your idol or someone you revere greatly? (10 seconds)

If you could change places with anyone in the world, who would it be and why? (20 seconds)

Have you ever completed anything on your "bucket list"? (20 seconds)

Say you're independently wealthy and don't have to work, what would you do with your time? (30 seconds)

If you could be any supernatural creature, what would you be and why? (20 seconds)

If aliens landed on earth tomorrow and offered to take you home with them, would you go? (10 seconds)

What's the most out-of-character thing you've ever done? (20 seconds)

The zombie apocalypse is coming, who are 3 people you want on your team? (30 seconds)

What's your favorite sandwich and why? (10 seconds)

Have you ever been told you look like someone famous, who was it? (10 seconds)

What would the title of your autobiography be? (30 seconds)

If you could have someone follow you around all the time, like a personal assistant, what would you have them do? (20 seconds)

What is your favorite item you've bought this year? (20 seconds)

What would be the most surprising scientific discovery imaginable? (20 seconds)

If you can instantly become an expert in something, what would it be? (10 seconds)
If you could be guaranteed one thing in life (besides money), what would it be? (10 seconds)
If you had to teach a class on one thing, what would you teach? (10 seconds)
If you could magically become fluent in any language, what would it be? (10 seconds)
What's the best piece of advice you've ever been given? (20 seconds)
When you die, what do you want to be remembered for? (20 seconds)
What is your most used emoji? (10 seconds)
What is your phone wallpaper? (10 seconds)
Which band / artist – dead or alive would play at your funeral? (20 seconds)
Have you ever broken a bone? (10 seconds)
Would you rather travel back in time to meet your ancestors or to the future to meet your descendants?
(20 seconds)
As a child, what did you want to be when you grew up? (10 seconds)
What's your favorite tradition or holiday? (20 seconds)
You have to sing karaoke, what song do you pick? (20 seconds)
What is your favorite breakfast food? (10 seconds)
What is your favorite time of the day and why? (10 seconds)
Coffee or tea? (10 seconds)
Teleportation or flying? (10 seconds)
What is your favorite TV show? (10 seconds)
If you could commit any crime and get away with it, what would you choose and why? (20 seconds)
What book/movie that you have read/seen recently you would recommend and why? (20 seconds)
What is your absolute dream job? (20 seconds)
If you could hang out with any cartoon character, who would you choose and why? (20 seconds)
If you could live anywhere in the world for a year, where would it be? (30 seconds)
What was the worst haircut you ever had? (30 seconds)
What was the worst style choice you ever made? (30 seconds)
Are you a traveler or a homebody? (10 seconds)
What's one career you wish you could have? (10 seconds)
What's the weirdest food you've ever eaten? (30 seconds)
What does your favorite shirt look like? (20 seconds)
Who is your favorite Disney hero or heroine? (10 seconds)
What did you have for breakfast this morning? (10 seconds)
What was the country you visited outside of the United States? (10 seconds)
Would you rather have invisibility or flight? (10 seconds)
What is your favorite magical or mythological animal? (20 seconds)
Do you have a favorite plant? (20 seconds)
If you were left on a deserted island with either your worst enemy or no one, which would you choose
and why? (20 seconds)
If you had to delete all but 3 apps from your smartphone, which ones would you keep? (30 seconds)
What is one thing we don't know about you? (30 seconds)
Would you rather live in the ocean or on the moon? (20 seconds)
What is your favorite musical instrument and why? (20 seconds)
Would you rather live where it only snows or the temperature never falls below 100 degrees? (10
seconds)
Are you a cat person or a dog person? (10 seconds)
What languages do you know how to speak? (10 seconds)
What would your dream house be like? (30 seconds)
If you could add anyone to Mount Rushmore who would it be, why? (30 seconds)
If you had the power of teleportation right now, where would you go and why? (20 seconds)

If a movie was made of your life what genre would it be, who would play you? (30 seconds)
Are you a morning person or a night person? (10 seconds)
If you had the opportunity to go to Mars, would you? Why or why not? (10 seconds)
You're going to sail around the world, what is the name of your boat? (30 seconds)
What fictional family would you be a member of? (20 seconds)
What is your favorite meal to cook and why? (10 seconds)
If you could bring back any fashion trend what would it be? (20 seconds)
If you could eliminate one thing from your daily routine, what would it be and why? (20 seconds)
Do you think you could live without your phone (or other technology item) for 24 hours? (10 seconds)
What is your favorite dessert? (10 seconds)
What was your favorite game to play as a child? (10 seconds)
More questions: <https://museumhack.com/list-icebreakers-questions/>

ICEBREAKER 9: GUESS THE BABY PICTURE!

Time needed: 30 minutes

Number of Participants: Any number, but if over 10 you may want to separate into smaller groups.

Overview:

In person or via Zoom, ask participants to submit to a facilitator an adorable or hilarious photo from their childhood.

Materials:

Photographs (get ahead of time)

Steps:

Once photographs are received, participants must guess who the cute baby is!

ICEBREAKER 10: SPEED MEETINGS

(thebalance.com)

Time Needed: Approximately 30 minutes

Number of Participants: 16+

Overview:

"Speed Meetings" is an Icebreaker modeled on the idea of Speed Dating). The idea is to provide participants a chance to get to know most of the people in the group in a controlled setting and for a limited length of time – before the conversation gets awkward. It also keeps participants active, because they are getting up and moving frequently.

Materials Required:

Open space

Number of chairs to accommodate all participants

Rectangular table/s (Note: If you don't have rectangular tables, you could use two circles of chairs, one set up inside the other. The chairs on the inside circle would face outward toward those in the outside circle.

Stopwatch

Bell or buzzer

Steps:

- Set up the chairs around the rectangular tables so that participants would be facing one another, and with equal numbers of chairs on each side of the table. Don't put chairs on the ends.
- Have your participants count off 1-2, 1-2.
- Instruct all participants who are "1s" to sit on one side of the table, and the "2s" on the other side.
- Explain to the participants that they will have one minute (total) to answer four simple questions about themselves (with no interruption from person #2). Person #1 will go first for one minute and then person #2 for one minute. Indicate which questions they'll need to answer before the other person speaks:
 - Name
 - Hometown
 - Why they decided to come on this trip
 - What they hope to learn/accomplish from having been on this trip
- After a minute, sound the bell or buzzer loud enough for all participants to hear. This sound tells them to allow the 2nd person to speak.
- Sound the bell again after the second minute has passed.
- Instruct all "1s" to move one seat to the left.
- Eventually, participants will have become briefly acquainted with half of the people in the group.
- To allow them to meet the remainder, have participants count off again based on their current sitting positions. So, the current "1s" will count off 1-2, 1-2 and will divide differently as a result.

Variation:

Speed Meetings are also useful once your participants know each other quite well. You can use this format to have participants debrief about activities, for instance, simply by altering the list of questions you want them to answer.

WRITING/DRAWING ICEBREAKERS

ICEBREAKER 11: WHO IS IT?

Time needed: Flexible

Number of Participants: Any number, but if over 10 you may want to separate into smaller groups.

Overview:

This is a fun get to know you activity.

Materials Required:

Paper for each participant

Pen or pencil for each participant

Hat, box, or bowl

Steps:

- Every participant should write a unique, strange, or unexpected fact about themselves on a piece of paper.
 - Put the pieces of paper into a hat and mix them around.
 - Pull from the hat and read each fact.
 - Allow the team to try and guess who wrote it.
 - After they guess, ask the participant who wrote the fact to identify themselves and offer further context.
-

ICEBREAKER 12: MORE THAN NAMETAGS

(jewishcamp.org)

Time needed: 15-20 minutes

Number of Participants: Any

Overview:

This is a great way to get to know participants' names while also learning more about them in a creative way.

Materials Required:

5 colors of construction paper cut into strips (cut ahead of time)

Markers, crayons, etc.

Stapler

Tape

Steps:

- Assign a color for each of the following categories:
- Name and pronouns
- What are you good at related to the event? How can you help others learn this skill?
- Things you like
- What do you need help with?
- What made you want to come to this event? Why are you here?
- Instruct participants to put this information on each paper and decorate. Make sure to leave space around the answer so there is enough space to staple the papers together.
- Staple the pieces of paper together and hand them around the room with pieces of tape.

- Have participants walk around and look at other people's nametags.
 - Invite participants to share something from their nametag, if they'd like.
-

ICEBREAKER 13: CROSSWORD NAMES

Time Needed: 20 minutes depending on how long you want to play.

Number of Participants: 10+

Overview:

This is a quick activity that gets participants up and around in order to make a crossword puzzle out of each other's names.

Materials Required:

8.5 x 11" sheets of paper, one per participant

Pen or pencil for each participant

Steps:

- Holding the paper distributed in "landscape" orientation, instruct each person to write their FIRST name (only) in large capital letters across the center of the paper.
 - As the participants move about the room, they should have other participants write their first names on the paper by matching their first initial to a letter on the paper.
 - A branching crossword puzzle will result.
 - Assign a set period of time (5 to 10 minutes depending on the size of your group) for people to circulate and gather names.
 - The winner is the person with the most names in their puzzle.
 - Afterwards, have the participants practice identifying each person in their own puzzle by pointing to the person at the same time they say their name.
-

ICEBREAKER 14: FRIVOLOUS DEBATE

Time needed: 20 minutes

Number of Participants: 7-20

Overview:

There's nothing like some lighthearted banter to get everyone warmed up before a meeting. For this Icebreaker, everyone will debate a silly topic and have chime in with an equally silly answer and reasoning.

Materials:

8.5 x 11" paper

Pens

A basket

Silly debate lists on separate papers

Steps:

- Divide the group into two teams and have them sit on opposite sides of the open area.
- Distribute or have participants choose a slip of paper from a basket.
- Teams will debate a silly topic and write their opinions on the sheet of paper (ex. Cats versus dogs, summer versus winter, Ketchup versus mustard on hot dogs, latkes versus hamantaschen).

Variation for Shabbat:

Print the list of questions ahead of time and talk about your opinions instead of writing them down.

ICEBREAKER 15: HUMAN BINGO

Time Needed: Approximately 20 minutes

Number of Participants: 7+

Overview:

Human Bingo is a fun icebreaker that gets participants moving around and interacting with each other to complete a "bingo board" of attributes, past activities, etc. that apply to some participants but not others. A good option for an initial activity with participants who don't know each other yet.

Materials Required:

Open space

Copies of the Human Bingo Board (attached)

Pencils/pens (one for each participant)

Steps:

- Distribute the Human Bingo Board to each participant. Make sure each participant has something to write with.
- Explain that the Human Bingo Board has 25 spaces, including one free space. The objective of Human Bingo is to fill any five boxes in a row (up, down, across, or diagonally). You "fill a box" by finding a participant who has the attribute listed, and get their signature. One signature per block is all that is needed to consider that space filled. Note that participants cannot sign their own Bingo boards.
- When a participant achieves Bingo, they shout "BINGO" and review the spaces filled aloud. The first person to get BINGO wins, but the game could also extend until everyone has BINGO.
- When participants finish, review each square and ask participants to raise their hands if the square applies to them. This will help them see the others in the group that share a particular characteristic.
- It is critical that you modify the board and tailor the content to your audience and/or gathering.

Attends Jewish Day School	Attend public School	Play more than one sport	Active in participant government/council	Plays a musical Instrument
Play video games frequently	Binge-watch a Netflix show (Or two)	Have Snapchat and Instagram accounts	Have my driver's license	Have visited more than three foreign countries
Have more than three siblings	Attend Jewish summer camp	I'm Jewish!	Speak a second language fluently	Volunteer on a regular basis
Was born outside the United States	Stay off social media altogether	Attend a part-time Hebrew High School	Enjoy scrapbooking	Read fiction avidly
Work part-time after school.	Started/founded a new club at my school	Participated in a previous Areyvut event.	Have a good sense of my future career path	Perform in school plays or musicals

ICEBREAKER 16: 3 WACKY THINGS IN COMMON

(funattic.com)

Time Needed: Approximately 20 minutes

Number Participants: 12+

Overview:

Participants uncovering basic or wacky things they have in common with one another in a limited amount of time to brainstorm in groups of three or four.

Materials Required:

One index card per group (5-10 depending on group size)

One pen/pencil per group

Steps:

- Divide participants into smaller groups of 3 or 4.
- Distribute one index card and pencil per group.
- Instruct the participants to talk amongst themselves and to find three things that they have in common. Try to encourage them to get beyond the superficial (age or place of residence, for instance) and instead to find lesser-known points of agreement.
- Provide participants 10 minutes to get to know each other and identify three areas of common ground.
- Have each group share their points.
- Ask participants in the large group setting what it was like to have these conversations in their search for common ground.

Examples include:

Pet peeves

Passions

Countries visited

Annoying habits

Hobbies

TV shows watched

ICEBREAKER 17: WHO AM I?

(Type 1)

Time Needed: 20 minutes (depending on how long you want to play)

Number of Number of Participants: 10+

Overview:

This asks participants to guess identities of fellow participants based on a few "little known facts." It is best done when participants know each other..

Materials Required:

Half or ¼ sheets of paper, two for each person

Pen or pencil for each participant

Steps:

- Distribute two sheets to each person.
- Tell them also to write their name at the top of the sheet.

- On the first sheet, participants should write 3 to 5 little-known facts about themselves (likes/dislikes, hobbies, lesser-known achievements, etc).
 - Allow two to three minutes. Then, the leader should collect these cards.
 - On the other card, participants should number down the side of the page in ascending order, enough spaces to account for the total number of participants.
 - The leader should shuffle the cards.
 - The leader should read the list of facts from the first card aloud, and end with, "Who am I?" Allow 30 seconds for participants to write the name of their guess on the first line.
 - Follow the same procedure in #6 until all the participants have been covered.
 - Along the way, the leader should keep track of the correct list of participants described to create an answer key.
 - Collect all cards at the end of the game. Give each participant a score by determining the number of correct guesses they made (compare with the answer key). Highest score wins.
-

ICEBREAKER 18: THE ENVELOPE, PLEASE!

Time needed: 20- 30 minutes

Number of Participants: Any number, but if over 10 you may want to separate into smaller groups.

Overview:

This activity helps people learn more about each other.

Materials:

8.5 x 11" paper (one sheet per participant)

Envelopes (one sheet per participant)

Pencil/Pen (one for each participant)

Steps:

- Each participant writes 10 facts about themselves and places them each into envelopes. No names, please.
 - The envelopes are shuffled.
 - The leader reads each sheet out loud.
 - The group is asked to guess the identity of the envelope in hand.
 - Each participant must be confident in their answer since each player only has one chance to guess per envelope.
-

ICEBREAKER 19: DRAW YOURSELF

Time needed: 30 minutes

Number of Participants: Any number, but if over 10 you may want to separate into smaller groups.

Overview:

This game allows participants to represent themselves visually by making a quick drawing which can include no words or numbers. The others in the group then have to try to guess who the drawing represents.

Materials:

8.5 x 11" paper (one sheet per participant)

Pencil/Pen (one for each participant)

Steps:

- Distribute a sheet of paper with a pen or pencil to each participant.
- Tell participants that they have five minutes to draw a picture of themselves, but without using any words or numbers. They are not to write their names on the drawings. The drawing should fill the page so it is visible from a distance. HINT: Tell them to think about symbols which might help them to convey who they are or what they like and are passionate about and to substitute body parts with symbols.
- Collect the drawings after five minutes.
- The leaders should hold the drawing up and see if the group can identify the person based on the image alone.
- Have each artist describe their self-portrait to the group and address the importance of each symbol.

Variation:

You could do this type of activity as a way to clarify values that participants hold important and ask them to find symbols which represent values in their self-portrait.

ICEBREAKER 20: WHO AM I?

(Type 2)

Time Needed: Approximately 30 minutes

Number of Participants: 10-20

Overview:

This game is similar to 20 Questions or "Headbanz." Participants are given a mystery identity and need to ask yes/no questions of other participants in order to figure out who they are.

Materials Required:

Large open space
notecards
marker
tape

Steps:

- Write on one side of each notecard the name of a different celebrity.
- Ask participants to stand in a row with their backs to the staff member.
- Staff members should tape one card to the back of each participant, but should not tell participants what name is written on their cards. The name of the celebrity should be facing up so others can see it on participants' backs.
- Instruct participants to walk around and ask other participants to ask "yes" or "no" questions until they figure out their "mystery identity." They can continue asking questions of the same person as long as they receive "yes" answers. When a person answers "no," they have to find a different person to ask.
- When participants guess their mystery identity, they take the card off their back and put it on the front of their shirt.
- The game ends when all participants figure out who they are.

Variations:

Use historical characters.

Use fictional characters from books, movies or popular TV shows.

Use Jewish celebrities, in particular.

Hint:

If participants are having trouble determining their mystery identities, have them play in pairs with one identity per pair.

Potential personalities include (modify based on audience, goals and setting):

Bill Gates
Jeff Bezos
Mark Zuckerberg
Beyonce
LeBron James
Adele
Jerry Seinfeld
Bruce Springsteen
Taylor Swift
Michelle Obama
Mark Cuban
Zendaya
Julia Roberts
Natalie Portman
Gordon Ramsey
Simone Biles
Tom Cruise
Tom Holland
Abraham
Sarah
Isaac
Rebekah
Moses
Esther
Haman
Vashti

ICEBREAKER 21: DRAW YOUR HAND

Time Needed: Approximately 40 minutes

Number of Participants: Any even number (partners required)

Overview:

Draw Your Hand asks participants to trace their hand and then reflect on different strengths and weaknesses of the way they work with others; it also asks participants to reflect briefly on a favorite Jewish memory. This is an activity that is best utilized once participants have started to get to know each other and have built a sense of mutual trust and camaraderie as a group.

Materials Required:

Open space

8.5 x 11" paper (one for each participant)

Pencils (one for each participant)

Steps:

- Participants will work individually at first, and then break into pairs.
- Distribute paper and pencil to all participants and ask them to trace the outline of their hands.
- Ask participants to make a mark on their drawings to indicate where scars, bruises, or scratches may appear on their hands.
- In the thumb space, participants should write "thumbs up," supporting others when they are in need.
- In the space of the index finger, participants should briefly describe the way they provide feedback to others (or if they refrain from doing so).
- In the space of the middle finger, participants should indicate how they keep calm when others frustrate them or get on their nerves.
- In the space of the ring finger, participants should write what they do to express commitment to others' success.
- In the space of the pinky finger, participants should indicate their favorite Jewish memory to share with peers.
- In the space where there are scars, participants should indicate a difficult experience that has led to growth and healing for the participant.
- In the palm area, list a strength or positive attribute that comes easily to the participant.
- On one or more of the fingerprints, list one of the unique traits the participant brings to group projects or efforts.
- Once participants have completed their hands, have them choose a partner and share what they have written about items 2 - 10. Provide each partner 5 minutes to share their hand, then call for a transition to the other partner.

MOVEMENT ICEBREAKERS

ICEBREAKER 22: MODERN SCULPTURE

(hadracha.org)

Time Needed: Flexible depending on your needs

Number of Participants: 5 to 20

Overview:

Modern Sculpture gets participants up and moving around as they take turns trying to figure out which “human sculpture” is the “secret” sculpture based on participants’ hints.

Materials Required:

Large open space

Steps:

- Choose a participant (Participant #1) to leave the room.
- While Participant #1 is out of the room, direct the remainder of the participants to spread out, assume a “statuesque position” of their choice, and freeze in place.
- Once the remaining participants have posed, choose (or have the participants choose) one of the positions as the “secret position.” Tell participants that they will watch the participant move around. They should hum loudly when the participant gets close to the “secret position.” They should hum softly when the participant gets further away.
- Invite Participant #1 back in the room. Tell Participant #1 that their objective is to find the participant who has assumed the secret position and that the other participants’ humming will get louder as they near the chosen statue.
- When they believe they have found the secret position, Participant #1 should tap that individual on the shoulder.
- If they tap the right person the first time, they stay in the game. If not, they are out (you can give Participant #1 up to three tries to find the person in the secret position).
- The next participant leaves the room and the game starts over again.

Variations:

- Divide the group into teams and give each team a point if their participant selects the secret position on the first try.
- Don’t eliminate anyone and simply play until every person gets a turn as Participant #1 or until every person gets a turn as the secret statue.

ICEBREAKER 23: COPY CAT

Time Needed: 5-10 Minutes

Number of Participants: 6-25

Overview: This is a quick activity that gets participants up.

Materials Required:

Open space

Steps:

- Play in 2 parallel lines
- The participants are divided into 2 teams. Each team sits opposite each other. Team A starts.

- The first participant on Team A does a movement. The first participant on Team B must immediately do the OPPOSITE movement. If the opposite movement is impossible, do the movement with the opposite hand, etc.
 - Then the second participant on Team B does a movement and the second participant on Team A must do the opposite movement.
 - The play continues with the teams changing off who goes first. The first team to hesitate or make a mistake loses.
 - Variation:
 - Keep score, and the first team to make 5 mistakes or whatever is decided upon, loses. Specify to the participants that they must make movements that are opposites!
-

ICEBREAKER 24: LOCK ARMS

(hadracha.org)

Time Needed: 5-10 minutes

Number of Participants: 10-30

Overview:

This activity allows for team building and meeting new people.

Materials Required:

Open space

Steps:

- The leader either sings or claps their hands while the participants continuously walk around the room.
 - When the leader stops, participants must lock arms back-to-back with another participant and sit on the floor.
 - One participant should be left without a partner, and eliminated.
-

ICEBREAKER 25: LUNG CAPACITY

Time Needed: 5-10 minutes

Number of Participants: 5-25

Overview:

This is a simple and fun team building exercise.

Materials Required:

A light object is needed- balloon, feather, etc.

Steps:

- The participants are divided into teams.
- Each is given a feather.
- At a signal, each team must blow the feather into the air and keep it there by continuously blowing on it.
- The team whose feather stays up the longest wins!

ICEBREAKER 26: ROCK, PAPER, SCISSORS TOURNAMENT

Time Needed: 5-10 minutes

Number of Number of Participants: Any even number (partners required)

Overview:

This game gets participants up, moving, and meeting new people.

Materials Required:

Open space

Steps:

- Find a partner and play rock, paper, scissors with them.
 - The winner finds a new person to play against and the loser follows the winner as a "fan" for the rest of the game.
 - The "fan" cheers on the winner as they play their next round.
 - The winners keep playing each other until there are two winners left.
 - The last two winners will play three rounds of the game until one of them wins twice. The person who wins the final round will win the tournament.
-

ICEBREAKER 27: MARSHMALLOW CHALLENGE

Time needed: 10 minutes

Number of Participants: Any number, but separate into groups of 3 -4 participants

Overview:

Tom Wujec, a business visualization expert, initially presented his Marshmallow Challenge at TED. There are a few reasons this game works as both a great Icebreaker and a team-building exercise. First, the most successful teams are participants who don't spend time competing for power. Second, the game forces participants to work collaboratively when brainstorming potential solutions. Third, the Marshmallow Challenge encourages people to think quickly and offer alternative solutions when their initial idea fails. While the Marshmallow Challenge can strengthen your team's brainstorming and problem-solving skills, it's also fun.

Materials:

20 sticks of spaghetti for each group

One yard of tape for each group

One yard of string for each group

A marshmallow for each group

Steps:

- Divide participants into groups of three or four.
 - Distribute 20 sticks of spaghetti, one yard of tape, one yard of string, and a marshmallow to each group.
 - The winning team who builds the tallest structure, wins. However, the marshmallow must be on top.
-

ICEBREAKER 28: SOUND/MOVEMENT/PASS

Time Needed: Approximately 10 minutes

Number of Participants: More than 5

Overview:

This is a fun, fast-moving and active exercise which will help participants learn to focus and stay in the moment.

Materials Required:

Large open space

Steps:

- Tell the participants to form a circle with about 3 feet between each person.
 - Explain that the object of the exercise is to quickly imitate the action and sound of the person to their left. Move around one-by-one through the circle until the last person goes.
 - The staff member can serve as the "leader" for the first round. Stand in the circle and choose one of the following action/sound combinations to begin.
 - Examples to start with:
 - Say "Whoosh" and throw both arms up (like in a wave at a sports event).
 - Say "Whoa" and put hands out toward the person next to you (as if to block them from moving forward);
 - Say "Zap" and do "karate chop" motion with hands quickly down and up;
 - Say "Boing" and throw both hands out quickly out to each side, then back in.
 - Explain that after you have gone around the circle once, the person to the leader's right will create the next action/sound combination for the group to imitate.
 - Continue playing until everyone has had a chance to create an action/sound combination. Urge participants to stay in the moment rather than planning what their own combination will be.
-

ICEBREAKER 29: "YES."

Time Needed: 10-15 minutes

Number of Participants: Any

Overview:

This concentration game gets participants focused and calm.

Materials Required:

Open space

Steps:

- Stand in a circle.
 - Person 1 makes eye contact with someone (Person 2) across the circle. Once the eye contact is made, Person 2 needs to say "Yes."
 - After Person 2 says yes, Person 1 walks over to their spot to take it. While Person 1 is walking, Person 2 must make eye contact with someone else in the circle (Person 3).
 - Once Person 3 says "Yes," Person 2 will walk over to Person 3's spot.
 - This continues until all participants have said "Yes."
-

ICEBREAKER 30: ZIP, ZAP, ZOP

Time Needed: 10-15 minutes

Number of Participants: Any

Overview:

This fun improvisation game gets participants to think on their feet, have fun with each other and practice concentration.

Materials Required:

Open Space

Steps:

- Have participants stand in a circle.
 - Explain the three different actions of "Zip," "Zap," and "Zop."
 - "Zip" is making a clapping motion to the left direction to pass the movement around the circle.
 - "Zap" is making a clapping motion to the right direction to pass the movement around the circle.
 - "Zop" is making a clapping motion across the circle to pass the movement to someone across from you. You must make eye contact to this person to show that you're directing the movement to them.
 - The leader will start and choose either "Zip" or "Zap."
 - The clapping motion will move around the circle until someone switches the direction or gives the motion to someone across the circle.
 - If someone hesitates or uses the wrong word/direction, they can be removed from the circle if you want to play competitively.
-

ICEBREAKER 31: MIRROR IMAGE

Time Needed: Approximately 15 minutes

Number of Participants: Any even number (partners required)

Overview:

"Mirror Image" is an activity that attempts to improve the level of communication between participants. In pairs, participants take turns "reflecting" each other's movements and expressions.

Materials Required:

Large open space

Steps:

- Participants sit in pairs, facing each other.
 - Instruct participants, in each pair, that one person will play the "initiator" and the other the "follower." The initiator will make facial/hand gestures; the "image" will follow the initiator's lead, forming a mirror image of every movement.
 - Allow two minutes to pass and call for the participants to reverse roles; the initiator will become the follower and the follower the initiator.
 - Encourage the participants to continue "following" each other's actions for the next 2-3 minutes, and to switch roles at times of their own choosing.
 - The staff member should walk around and observe the pairs.
 - Is it possible to tell who is the leader and who is the follower?
 - Eventually, the connection between the partners will be so organic as to be impossible to tell the difference.
-

ICEBREAKER 32: A TWIST ON MUSICAL CHAIRS

Time Needed: 15 to 20 minutes

Number of Participants: 6-20

Overview:

"A Twist on Musical Chairs" is an active game similar to the original musical chairs in set-up. Instead of music turned on and off, one participant's movement and sound (clapping, jumping, singing, etc.) controls the movement of the other participants.

Materials Required:

Chairs which can be moved and manipulated easily

The number of chairs available should equal the total number of participants, minus one.

Steps:

- Count the number of participants playing the game. Gather the appropriate number of chairs, which should equal one less than that number.
- Set up chairs in a row, alternating directions (first, third and fifth chair face one way, while second, fourth and sixth face the opposite way, etc.).
- Select a participant to play the "leader." Explain that the other participants will imitate the leader as they walk in a circle around the chairs. When the leader stops that action, they all need to find a seat. The person who does not get their own chair is "out," and takes one chair with him.
- Select another participant to play the leader for the next round and specify that they need to pick a different action for the group to imitate.
- Alternatively, one person could play the leader for the whole game. A new leader would then be chosen for the next game.
- The participant remaining at the end of the game is the winner.

Variations:

- Divide the group into two teams, so that the member of the team remaining at the end wins "for the team" (and not just for themselves).
- Suggest some funny movements for the leader to use when walking around the chairs:
- a dance step, jumping jacks, patting head and rubbing stomach, etc.
- If you have a large space: have the participants walk in a circle around the chairs, but at a larger distance from the chairs themselves. This causes the participants to run quickly to claim a chair before anyone else does.

ICEBREAKER 33: SCAVENGER HUNT

Time needed: 20 minutes

Number of Participants: Any number, but if over 5, you may want to separate into smaller groups.

Overview:

This activity causes participants to think creatively and work together.

Materials:

Pre-made list

Objects

Each team must have a mobile device

Steps:

- Split up participants into groups
- Give each group a shortlist of clues leading to hidden objects. For example, perhaps the name of an author and leave the book on a shelf with many books.
- Instruct the teams to identify the object and text you a picture of the image.
- This first team to get all the objects wins!

ICEBREAKER 34: WHERE'S MY CHICKEN?

Time Needed: 20 minutes

Number of Participants: 10

Overview:

This is a fun game in the style of Duck, Duck, Goose.

Materials Required:

Open space, play in a circle

Steps:

- One participant is chosen as "it".
- "It" walks around the outside of the circle, stopping at any participant and asks: "Have you seen my chicken?"
- The other participant must answer: "I don't know, what does it look like?"
- "It" then describes some other person seated in the circle.
- As soon as that person realizes that they are being described, they get up and chase "it" around the circle trying to tag "it," before "it" gets to the participant's seat. If they do not succeed in tagging "it" before "it" sits down, they take "it's" place and play continues.
- Otherwise, "it" continues and tries again.

Hint: Set a time limit on the chase (30 seconds or less)

ICEBREAKER 35: HUMAN ANAGRAMS

Time Needed: Approximately 45 minutes

Number of Participants: 52 - must be groups of 26

Overview:

To spell out words.

Materials Required:

105 paper plates or sheets of construction paper with ABC on each for each team

List of twenty questions

Whistle

Steps:

- Before the program takes place, make up a set of alphabets on the paper plates or construction paper, one letter on each. You will need a set of letters for each team.
- Next, make up a list of twenty questions in which the answers must be spelled. It is best to have answers where there are no repeating letters.
- Choose a captain or encourage the team to select their own captain.
- A judge is required for each team.
- Each team must have 26 members (so each person gets a letter but you can make it so that it works for your group size).
- When the participants assemble for the activity, have each team sit along a wall.
- Give the captain of each team the set of letters to distribute to their team members.
- Remind them that the vowels are, by their nature, used more frequently and it would be wise to give them to participants who are alert.
- All the letters must be distributed, one to each participant, unless there are fewer participants than

letters. (In that case, some participants get two letters. If both letters being held by one person are needed for an answer, they must pass one of the letters quickly to a teammate.) If there are more participants than letters, participants will need to work together and switch off.

- Explain to everyone that when a question is read, the participants holding the letters used to spell out the answer must stand up in front of their team with their backs to their team and arrange themselves in proper order, so that the answer can be read by the judge facing them.
- Someone from each team may coach participants while they are arranging themselves.
- As soon as a judge sees a correct answer, the judge should blow the whistle
- Scoring: Each question counts 10 points. The team with the highest cumulative score is the winner. If you are using this event as part of an on-going activity, you can declare a 2nd and 3rd place.

Hints:

- If you are using this activity with younger participants, use questions with easy to spell answers and be sure to have a counselor coaching each team.
- Make up questions whose answers will eventually use all the letters of the alphabet.
- Use questions on many different topics.
- A variation on this activity is number anagrams. This is best done with a smaller group. Give each team member a numeral, then ask mathematical questions. The solution must be shown correctly with the participants holding the numerals in proper order.

ICEBREAKER 36: INDOOR TRACK MEET

(hadracha.org)

Time Needed: 45 minutes

Number of Participants: 10 - 55

Overview:

This activity allows for team building and helps participants get up and moving.

Materials Required:

Open space

Balloons

Straws

Paper plates

Trash can

Recycled paper that can be easily crumbled

Steps:

The participants are divided into teams.

Activities:

- Shotput- The "shot" is a balloon; the farthest throw wins.
- Javelin throw- The "javelin" is a straw; the farthest throw wins.
- Discus throw- The "discus" is a paper plate; the farthest throw wins.
- Broad jump- On one foot; the farthest jump wins.
- Running broad grin- Grin as wide as possible; the widest grin wins.
- 50 Yd. dash- Run any distance with a peanut or paper plate on the participant's head.
- Basket throw- A can is the basket and the ball is a crumpled piece of paper.

ICEBREAKER 37: STEAL THE KNISH

Time Needed: Approximately 45 minutes

Number of Participants: 10-55

Overview:

This is a fun "capture the flag" style game.

Materials Required:

Open space

A handkerchief

Steps:

- Participants are divided into two teams.
 - Each participant is assigned a number. There are two of each number.
 - The two teams line up on opposite ends of the room.
 - A handkerchief is placed in the middle.
 - A leader calls out a number.
 - The participant from each team, with the number called, must run and "steal" the handkerchief and return with it to their team without being tagged.
 - If the participant who did not grab the handkerchief first should try and "tag" their opponent.
 - If they are not tagged, they score two points. If they are tagged, the tagger scores one point. The team with the most points wins.
 - Variation: The leader may call two or three numbers or even call "scramble" in which case everyone tries to steal the "knish".
-

ICEBREAKER 38: TIME TEST

Time Needed: Approximately 45 minutes

Number of Participants: 10-55

Overview:

This fast paced game gets participants moving and laughing.

Materials Required:

Open space

A watch or a clock with a second hand is needed

Steps:

- Ask the participants to stand and to remain standing (quietly) for exactly one minute without looking at a watch or a clock.
- At the end of "their minute," each participant sits down.
- The participant who sits down closest to the actual minute wins.
- Variations:
- The participants can be told to do something besides sitting and standing (ex. you can tell the participants that they have to move around, and when they think the minute is over, they should stop moving).

ROLEPLAY ICEBREAKERS

ICEBREAKER 39: CRISIS SITUATION!

Time Needed: 5-10 Minutes

Number of Participants: 6-25 Participants

Overview:

Great exercise for spontaneity.

Materials Required:

Open space

Steps:

- Two participants are invited on stage and approach each other with a crisis and an object unrelated to the crisis.
- After each has presented theirs, each solves the other's crisis with their own object.
- Replies must be instantaneous and should be ridiculous.

Example:

Participant A: My wife left me and I'm stuck here with this t-shirt

Participant B: I got robbed and all I have left is my good looks.

Participant A: Here's my t-shirt; you can sell it and make some money.

Participant B: Erm... Marry me.

ICEBREAKER 40: A PEN IS GOOD

Time Needed: Approximately 10 minutes

Number of Participants: Any number

Overview:

This activity is a rapid-moving thought exercise that encourages participants to develop creative uses for everyday objects. It encourages out-of-the-box thinking and spontaneity.

Materials Required:

None

Steps:

- Have participants stand in a circle.
- Instruct them to complete the sentence, "A pen is good for..." (use). Tell them they can't repeat what has been said before. The goal is to find as many different uses for a pen as possible.

Sample answers include:

A pen is good as a dart.

A pen is good as a miniature rolling pin.

A pen is good for extracting a small object from a tight space.

A pen is good for poking someone who is not paying attention when they should be.

A pen is good for opening an envelope.

A pen is good when one wants to have something to fidget with in class that hasn't been banned from schools.

Variations:

Do the same activity with another common object, such as:

A cup or glass

A suitcase

A ball

A paperclip

A beanbag chair

A scarf

ICEBREAKER 41: DEFINITION DRAMATICS

Time Needed: 20 minutes depending on how long you want to play.

Number of Participants: 5+

Overview:

This activity allows participants to compete through skits in a creative, fun and friendly way.

Materials Required:

A list of words is needed.

Steps:

The participants are divided into groups.

Each group is given a list of words that they must incorporate into an original skit.

The best skit wins.

Have the lists on separate pieces of paper.

Try to add weird and wacky words such as Rapunzel, cauliflower etc.

Variation:

Instead of a skit, compose a song, cheer, or story to perform.

ICEBREAKER 42: PAPER BAG DRAMATICS

Time Needed: 40-45 minutes

Number of Participants: 10-30

Overview:

Paper Bag Dramatics offers participants an outlet for creative and imaginative exploration of one or more content areas. Participants work together cooperatively to construct a story using a bag of objects given to them and perform in front of the large group.

Materials Required:

Several paper or plastic bags, or another type of container which hides the items inside. The number of bags should equal the number of groups playing the game. The bags can either have identical sets of objects, or each bag can have different sets.

Various small (inexpensive, easily replaceable) items which staff can gather from their rooms, or which participants can contribute for the game itself. You may wish to match the number of objects in the group to the number of group members, or double/triple so that each participant can take two or three, as desired. Potential examples include:

Tweezers	Pen/pencil	Old cell phone
Shampoo	Earbuds	Selfie stick
Hat	Sewing kit	Trip souvenir
Glove	Lipstick	Kippah
Sock	Toothpaste	Name tag
T-Shirt	Dental floss	Batteries
Water shoe	Mini flashlight	Brochure (museum)
Postcard	Makeup bag	

Steps:

- Divide the participants into groups of at least four people each.
- Instruct the participants to choose one bag per group.
- Give the participants 20 minutes to create and rehearse a skit, story or song which somehow utilizes each of the objects in the bag. Limit the performance, skit or story length to 3 minutes so that every group has time to perform.
- Groups perform their skits for the other participants, with group members holding up the objects as they are utilized in the skit.

Variations:

If you are studying the customs or traditions of a particular country, choose objects explicitly connected to that place.

If you are studying a Jewish topic, holiday or story, choose objects connected to that content

ICEBREAKER 43: FOUR CORNERS OF DRAMA

Time Needed: Approximately 45 minutes

Number of Participants: 10+

Overview:

This is a fun team building activity that gets participants up and moving.

Materials Required:

Open space

Steps:

- Five participants are chosen by the leader.
- Four of the five participants move into four corners of the playing area.
- The fifth participant is the "leader;" they remain in the middle. Hint: Be very careful when selecting the "leader." The "leader" should be someone who is good at "hamming it up."
- The four corner participants must assume different dramatic situations.
- The "leader" can then walk toward any corner and the corner participant must involve the leader in their situation (ex. the corner participant is the interrogator and the "leader" becomes the prisoner).
- The "leader" must somehow get out of that situation and then move into another corner and situation.
- In the meantime, another participant is chosen to take the place of the corner participant who just involved the "leader" in a situation. Play continues with the "leader" going from one corner to the next.

JEWISH VALUES/VALUES

CLARIFICATION ICEBREAKERS

ICEBREAKER 44: LOVE & VALUES

Time Needed: 5-10 minutes

Number of Participants: Sufficient for 2 teams

Overview:

This relay helps participants identify what values matter to them and allows for meaningful discussion.

Materials Required:

Open space

Large Post-It Paper

Pencils/pens (one for each participant)

Steps:

- Divide participants into groups
 - Each group should designate a person to run to write their ideas on the paper and then run back and have the next person in line go (relay race).
 - Have each group write down as many qualities as they can think of that go into a healthy love/friendship relationship.
 - Have one group share what they wrote down. Other groups should add new ideas.
 - Hang up pieces of paper with qualities around the room.
 - Have people select the one value that they think is the most important.
 - After everyone has selected the one value, ask them to share their reasons with the group.
-

ICEBREAKER 45: SHARE THE LOVE

Time needed: 10 minutes

Number of Participants: Any number

Overview:

This compliment circle brings the group closer together.

Materials:

None

Steps:

- Sit in a circle or on Zoom.
 - Say something lovely about another team member and it could be anything you want as long as it's respectful and in good judgment.
 - For each participant that receives a kind message, they will be the next one to share a compliment with another participant of the group who hasn't received one — ensuring everyone gets an equal amount of praise.
 - Shout them out for their helpfulness in a project, for the energy they bring to the team or for their lovely smile.
-

ICEBREAKER 46: A VARIATION OF HOT POTATO

Time Needed: 5-15 minutes

Number of Number of Participants: 5+

Overview:

This activity requires participants to think on their feet and quickly name values.

Materials Required:

A ball or another small, light object that can be easily passed around

Open space, played in a circle

Steps:

- Pass the ball or object around in a circle.
 - When the ball gets to each participant, say a Jewish value as quickly as possible before passing the ball to the next person.
 - After everyone has gone, ask participants why they thought of that value and why they think that value is important.
 - Discuss why participants think some values are more important than others.
-

ICEBREAKER 47: DESERT ISLAND

Time Needed: 5-15 minutes

Number of Number of Participants: Any

Overview:

This activity lets participants figure out what matters to them through a fun scenario.

Materials Required:

None

Steps:

- Ask participants what items they would bring with them if they were trapped on a desert island.
 - Give participants a few minutes to think and then go around and share.
 - Ask participants why they would choose these specific items.
 - Ask participants what values these items show.
-

ICEBREAKER 48: HUMAN PHILANTHROPY BINGO

Time Needed: Approximately 20 minutes

Number of Participants: 15+

Overview:

Similar to Human Bingo, this activity gets participants up and moving to learn more about their peers.

Materials Required:

Open space

Copies of the Human Philanthropy Bingo Board (attached)

Pencils/pens (one for each participant)

Recycled something instead of throwing it out	Visited someone in a senior center	Participated in a food drive	Told someone the time	Volunteered with participants in the last year
Apologized to a friend	Gave tzedakah (charity)	Donated clothes this year	Stood up to a bully/cyberbully	Made someone laugh
Let someone else pick the TV show	Gave someone a compliment	FREE	Opened the door for someone	Did a Mitzvah Project
Did not participate in gossip	Helped a sibling or friend with homework	Worked at a food pantry this past year	Helped a friend who was having a hard time	Participated in an 'a-thon' (walk, jump...)
Helped mother/father with a household chore	Participated in an Areyvut event	Introduced self to a new participant	Wore pink for breast cancer awareness	Said something kind to a friend

ICEBREAKER 49: VALUES RANKING

Time Needed: Approximately 20 minutes

Number of Number of Participants: Any

Overview:

This activity requires participants to think about what values matter the most to them in their life and figure out their priorities.

Materials Required:

Paper for each participant

Pen or pencil for each participant

Steps:

- Distribute paper and a pen or pencil to each participant.
- Give participants the following list of values: love, wealth, family, morals, success, knowledge, power, friends, free time, adventure, variety, calmness, freedom, fun, recognition, nature, popularity, responsibility, honesty, humor, loyalty, reason, independence, achievement, beauty, spirituality, respect, peace, stability, wisdom, fairness, creativity, relaxation and safety.
- Tell participants to choose 5-10 of these values and rank them on their piece of paper.
- After everyone has written their values, ask participants to explain why they ranked their values this way.

Alternate Version:

Ask participants to come up with their own list of values instead of listing them out.

ICEBREAKER 50: FEAR IN A HAT

(wilderdom.com)

Time Needed: Approximately 30 minutes, depending on the number of participants in the group.

Number of Participants: 10+

Overview:

Fear in a Hat is a game that fosters “interpersonal empathy.” It asks participants to relate to the fears and insecurities that exist in participants’ minds at the start of a new trip. It helps people learn about each other in a safe way and creates an atmosphere of mutual support.

Materials Required:

Space to sit in a circle
Paper that can be separated into small pieces
Pencils/pens (one for each participant)
Hat or container of some sort to hold small pieces of paper

Steps:

- Divide large pieces of paper into quarters or sixths. Hand one piece to each participant.
- Ask the participants to write a sentence on the paper describing a personal fear. Discuss behavior at this point - include confidentiality and not being disrespectful or rude to others. You could do this in one of several ways:
- If it’s near the beginning of the program, tell the participants to complete the following sentence: “In this program, I am most afraid that...” or “In this program, the worst thing that could happen to me would be...”
- If you’re looking for a less narrow focus, tell the participants to think more broadly. If it is toward the end of the program, tell them to consider issues they’ll encounter when they return home.
- Participants should be instructed NOT to write their names on the paper.
- Ask all participants to fold their sheets in half so the writing is not visible, and to put their completed sheets in the hat or container.
- Mix up the sheets in the hat.
- Ask each participant to draw one sheet from the hat and to read what’s on the sheet quietly. If a participant gets their own sheet, ask several participants to put theirs back in the hat, mix them up and have those participants pick again.
- Once every participant has a sheet that is not their own fear, go around the circle. Each participant should read the fear as written on the sheet. They should then explain why that situation might cause fear or make someone uncomfortable.
- Tell the remainder of the participants not to comment, but rather to listen carefully as you move around the circle. Only one person should speak at a time.
- When you have completed the circle, discuss participants’ feelings and feedback about this experience. How does having done this exercise change participants’ perceptions of one another? Why are we usually so reluctant to share our fears with each other?

Variations:

Instead of fears, use worries, complaints, pet peeves, or favorite moments of a program.

ICEBREAKER 51: JEWISH DIVERSITY BINGO

Time Needed: Approximately 40 minutes

Number of Participants: 15+

Overview:

Jewish Diversity Bingo is a variation of Human Bingo is a fun Icebreaker that gets participants moving around and interacting with each other to complete a “bingo board” of attributes. This version of Human Bingo focuses specifically on the many ways participants express themselves and identify, as Jews.

Materials Required:

- Open space
- Copies of the Jewish Diversity Bingo Board (attached)
- Pencils/pens (one for each participant)

Steps:

- Distribute copies of the “Jewish Diversity Bingo Board,” one to each participant (attached). Make sure each participant has something to write with.
- The objective of this game is slightly different from the standard Human Bingo (Icebreaker #7).
- To achieve the objective of getting all spaces signed in a reasonable amount of time, each participant can sign up to TWO boxes by adding their signature to another participant’s board. Participants should determine if the attribute in each space reflects their understanding of Jewishness. They cannot sign their own Bingo boards.
- When participants finish, go through each square and ask participants to raise their hands if the square applies to them.
- Debrief by asking participants to reflect on what it was like to cover this BINGO board instead of the first one. Ask participants what they learned about Jewish identity from this experience. In the course of discussion, try to highlight the many different ways of being Jewish today and that no one way is “better” than any other. Explain that there are plenty of other ways of expressing Jewish identity that were not included here. See if participants can name some.
- Move to a discussion of what this variety of expressions tell us about “being Jewish.” It’s a religion, culture, heritage, community, etc.

Participated in a social justice (or social action) activity	Observes Shabbat (or my own interpretation of Shabbat)	Contributes money to charitable causes	Attended a film screening sponsored by a local Jewish film festival	Ate traditional Jewish foods during a holiday meal
Celebrated my Bar/Bat Mitzvah	Did a mitzvah today!	Attends Jewish summer camp	Volunteers	Make up your own square!
Keep kosher (or some of the laws of kashrut)	Visited Israel or has a scheduled trip	I’m Jewish!	Behaves environmentally conscious	Follows events happening in Israel
Reads novels on Jewish themes	Studies the stories of my Jewish ancestors	Goes/used to go to Hebrew School	Enjoys Jewish music	Takes an Israeli dancing class
Attend Shabbat services	Behaves ethically and morally	Speaks Hebrew	Studies the weekly Torah portion	Studies Jewish history