





Below are a few icebreakers for your crew.

FOUR CORNERS

Distribute a pen and sheet of paper for each player. Each person divides the sheet into four squares either by folding the paper in half twice or by drawing a horizontal and vertical line that crosses in the middle. For each square, each person will describe themselves in the form of drawings. Choose these four topics in advance. For example, in the top left square, everyone could draw "favorite hobbies," while in the top right, people could illustrate "favorite place on earth for vacation," the bottom left could be something like "if you were an animal, which one would you be?" and the bottom right could be something like "what are the most important things in your life?" Feel free to be as creative or hypothetical as you'd like.

Allow five to ten minutes to draw. When everyone is finished, have everyone share their drawings to the group.

QUESTIONS

A great way to help people open up is to ask them fun questions that allow them to express their personality or interesting things about them. Write a different question on a small piece of paper and hand them out to each person attending your crew. Go around the table and ask each person to share their question and answer with the table.

- 1. If you could have an endless supply of any food, what would you get?
- 2. If you were an animal, what would you be and why?
- 3. What is one goal you'd like to accomplish during your lifetime?
- 4. When you were little, who was your favorite super hero and why?
- 5. Who is your hero?
- 6. What's your favorite thing to do on vacation?
- 7. If they made a movie of your life, which actor would you want to play
- 8. If you were an ice cream flavor, which one would you be and why?
- 9. What's your favorite cartoon character, and why?
- 10. If you could visit any place in the world, where would you choose to go and why?
- 11. What's the ideal dream job for you?
- 12. Are you a morning or night person?
- 13. What are your favorite hobbies?
- 14. What are your pet peeves?
- 15. What's the weirdest thing you've ever eaten?
- 16. What's your favorite holiday?

















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TWO TRUTHS & A LIE OR WISH

Ask all players to arrange themselves in a circle. Instruct each player to think of three statements about themselves. Two must be true statements, and one must be a lie or a wish. For each person, he or she shares the three statements (in any order) to the group. The goal of the icebreaker game is to determine which statement is false. The group votes on which one they feel is a lie or a wish, and at the end of each round, the person reveals which one was the lie or wish.

SIMILARITIES

1. Divide your crew into separate teams of about 4-5 people each. Ideally you should end up with at least 4 different teams.

TIP: Try to make teams of people that are not already close with each other. Have people switch seats if needed. This makes the game more fun and serves as a great icebreaker for people to get introduced to one another!

2. Instruct each team to talk amongst themselves and find out at least 5 things that every single group member has in common with the other members.

TIP: You might consider not allowing teams to use simple things like physical height, hair color, current clothing items worn, etc. Limiting the similarities to non-physical things helps people to learn more about each other and engage in active, more meaningful conversations that will promote inclusion and lasting connections between team members.

3. This game is played as a race and each team is competing to come up with their 5 similarities before the others. The game ends once every team has come up with 5 things they have in common, or once the time set aside for the game has expired.

SPEED BUDDIES

This is just like speed dating. Make sure everyone is sitting across from someone. Once the game begins, everyone will get two minutes to talk to each other and share about the talking points you recommended. After two minutes, you'll let everyone know it's time to switch. Then, one side of the table will move down until everyone has talked with each person attending your crew.

TIP - If you have a larger crew, shorten the time or break your I crew up into multiple groups for this ice breaker.







