ICEBREAKERS, ENERGIZERS AND GET TO KNOW GAMES
THINGS TO CONSIDER

Purposes of Games/Activities:
⇒ **A**: Getting to know names
⇒ **B**: Getting to know a little bit more about each other
⇒ **C:** Discovering similarities and differences
⇒ **D**: Establishing trust
⇒ **E**: Building on existing trust
⇒ **F**: Practicing Teamwork
⇒ **G**: Letting loose and just having fun
⇒ **H**: Creating a sense of unity
⇒ **I**: Showing that it is okay to be goofy
⇒ **J**:

Choose your games/activities carefully:

1. How much time does it take? How much time is it worth? How much time do we have?
2. Is it appropriate for students in the age range with whom I am working? Is it appropriate for the context of the event? Is it appropriate to the time of day?
3. What will the parents think when the student describes it?
4. How well should students know each other before I use this activity? How far along should a group have developed before I use this activity?
5. Will it expand students' comfort zones? Is it too far outside of some students' comfort zones? Will it make some students uncomfortable?
6. Does it accomplish what we need to accomplish at that point in the program?
7. Does it enable every student to connect with other students?
8. If I am using it in connection with a workshop, does it further the content of the workshop? Can I draw a logical connection between it and the workshop content?

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