

# Ice Breaker Activities



It's fun to play a few games when you first meet new people. (If it is young children, play these games away from the computers after you have gone over the rules.) It helps everyone feel more comfortable, especially if they are strangers. Some people may not be used to ice breaker activities, so encourage them to participate, even if they feel a little awkward.

## Game # 1: Name Toss

*Requires:* a soft ball or object to toss

**Instructions:** Each person goes around the circle and says their name, then a ball is thrown to one of the people in the circle. When a person catches the ball they say their name. After a few minutes, switch the rules so that players must say the name of the person they are throwing the ball to.

## Game #2: Introduce a Stranger

*Requires:* nothing

**Instructions:** Have people pair up with someone they don't know. Each person should ask the other: What's your name? Why did you choose to come to this event? What is one thing you really want to learn? Everyone returns to a larger group circle and each person introduces their partner by sharing their answers to the questions.

## Game #3: Computers Make Me Feel:

*Requires:* nothing

**Instructions:** Everyone stand in a circle. Explain that each person will start by saying "Computers make me feel \_\_\_\_" and then respond with their own expressive gesture. The leader should give an example: "Computers make me feel..." and then he or she grimaces, shakes her fists and growls. When everyone in the circle has taken a turn, the computer instructor can go again, this time expressing a more positive response, explaining that our goal is to go from "Grrrrr" to "Ah ha!"

## Game #4: How Do These Things Work?

*Requires:* 3-5 players per team

**Instructions:** Divide people into groups. Tell them that you understand they aren't very familiar with computers, but that you want them to act out how they think the inside of a computer works. They will probably all scratch their heads and look at you confused. If so, ask two of them to begin: one being a keyboard, and the other typing in information. Ask them to figure out where the information goes and what it becomes in the end. Have them develop a short skit, acting it out with computer noises. Each person in the group should act out one or more functions of the computer. When everyone has figured out what they are, have them present their human computer to the group.

After playing these games, remind the group that they don't need to be embarrassed if they don't know something. Remind them that you want them to ask questions.



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