

# Destination Motivation!



## Icebreakers for State Officers to Use in Workshops

### Attitudes are Everything

Form two, evenly numbered circles with one inside the other. Have the two circles walk different directions.

When you tell the group to stop, give them a topic and a way of speaking. For example, asking them to discuss their most embarrassing moment like they're talking to a long-lost relative, describe their ideal trip like the person across from them has the winning ticket to the lottery, etc.

### Blinded by Money

Pair everyone up and form a big circle. Give each pair two coins. One person in each pair tilts his head back and places a coin on each eyelid with eyes closed (no peeping!). Put a big container in the centre (e.g. a garbage can). The object is for each person to dump their coins into the container, following the verbal direction of their partner. No physical guiding by the partner is allowed. If any coin dropped, the person should pick it up and start all over again. The fun comes when all the pairs go at once, crowding around the container, blinded by money, trying to hear their partner's direction.

### Comic Strip Chaos

Each participant takes a turn at picking a comic frame out of the large container. After the entire group has each chosen one, the participants begin to search for others with the same comic strip sequence. After the participants have found everyone in their group, they must arrange themselves so that the

sequence of frames are in chronological order to form the comic strip correctly. Upon completion of sequence, the newly formed group sits down together. Great game to break large group into smaller groups.

## **People to People**

Each player finds a partner and joins the group in a circle except the leader who stands in the center. The leader snaps his fingers, chanting "people to people", and the others join him. Whenever he desires, the leader changes his chant to "hand to hand" or "toes to toes" etc. The players must then touch their partner's hands with their hands, or toes with toes etc. The leader goes through the various body parts, and then shouts, "people to people". This is the signal for everyone to find a new partner, including the leader. One player is left without a partner and becomes the new leader. Players try to have a different partner and a different leader each time. The leader is more challenging if the leader names two different body parts, for example "hand to foot".

## **Who's Your Neighbor?**

(The best way to play this game is if the chairs are set up in a circle and exclude one chair for the person who is "it" in the middle.) Each person sitting down on a chair will ask the person sitting on each side of them their names as the person in the middle will suddenly come up to one person and ask them "Who's Your Neighbor?" The person in the middle will count to 10 and if the person sitting down does not respond, then that person is it. If the person sitting down does answer within ten seconds, the person that is "it" must ask that person if they like their neighbor. If the person sitting down answers yes, everyone sitting down must find a new chair other than the ones they were sitting next to. If the person answers no, then the "it" person asks why and the person sitting down may say, "Because they're wearing black shoes", and everyone with black shoes on must find a new seat.

## **Slogan Game**

Have everyone introduce themselves, and then say a slogan for a popular product, EX: Nike-"Just do it", Wendy's-"Eat great, even late"

After everyone has gone, have the group go around again, this time just saying slogans. Once the person has said their slogan, others can shout out an end phrase to make a one-liner. EX: "Eat great, even late... in the ocean." You'll come up with some weird, funny stuff.

## **Serious Sam and Inquiring Ida**

Ask each participant to choose an adjective that begins with the first letter of their first name and one that really matches their personality. Have them introduce themselves just as they wrote it on the card and allow time for others to ask questions.

## **Silent Castle Building**

Each group is given a bunch of paper and some tape. Without speaking, each group has 20 minutes to build the highest tower. At the end, students may also judge the castles according to beauty, creativity, durability, etc.

## **Friends and Traitors**

This icebreaker requires a wide open space. Have all participants stand in the middle of the open space. The person in charge of the activity yells out a number. Participants must link arms with others in order to form a circular chain consisting of the number of people specified. Any person who is without a chain is out of the game.

## Communication

**Objective:** To show how communication and miscommunication can really affect a message. Listening to what a person is saying can really make sure that a message won't get distorted or lost while in the process.

**Activity:** The participants are separated into 2 lines, an A line and B line. The facilitator says a random statement to the first person in front of each line. Then soon they will pass the message down to the other people on their group. The rule is the message has to be transferred by whispering it to the person's ear without the other group hearing. It is very similar to how a real phone works—a message is communicated between people. It is the participants' job to report the message accurately to one another.

**Time:** 5 minutes

## Throw It Away!

Give each person in the room a piece of scratch paper. Ask them to write a list, i.e. of fears of public speaking if it's a speaking workshop, of 5 items. Once everyone is done writing those items, tell them to crumple up the piece of paper and throw it away in a trash can in the room. This will help members and advisers to “throw away” all those things that are preventing them from doing their best.

## Create-a-Cheer

Separate the room into 4 or 5 groups and give those groups no more than 5 minutes to come up with a cheer to represent their group. The team must be able to come up with a cheer that relates to this year's theme of “The Road to Your Success.” The team that can come up with the most creative and loudest cheer wins.