

Get to Know You Activities

M & M's Icebreaker Activity

Time: 15 minutes (depending on size of club)

Supplies Needed: M & M's—small, individual package for each participant.

Facilitator: Write the list below where everyone can see it. Ask 4-H members to share the following information in small groups or to the large group based on the colors of M&M's in their individual package.

Red—Something you did last summer?

Yellow—One thing you hope to learn this year?

Blue—Your DREAM job?

Green—Something interesting about you or your family?

Orange—Your favorite 4-H project?

Brown—A goal you have for this year?

Line Up

Have everyone get in one long line (or you can do multiple lines as a race).

- ◆ **Without talking** have them line up tallest to shortest.
- ◆ Using only **hand signals** (no talking) line up oldest to youngest.
- ◆ Hand signals again—number of siblings.
- ◆ Final time **with talking**—favorite 4-H project in alphabetical order.

**You can add others depending on the amount of time you have.

Extreme: Where Do you Stand?

In the front of the room, create an imaginary line. All the way on the left side is one extreme, and all the way on the right side is the other extreme. Make sure there is enough space for people to stand anywhere along this imaginary line.

To play this game, you will ask everyone several questions. Everyone will then respond by standing somewhere along the imaginary line according to how strong of an opinion they have on that item. For example, if you ask people “coffee? or tea?” people will stand far along the left hand side if they strongly prefer coffee, and they will stand on the far end of the right hand side if they strongly prefer tea. If they are neutral, they will stand in the middle.

Suggestions:

Milk or Water

Summer or Winter

Ocean or Land

Pizza or Spaghetti

Walk or Run

Strawberry or Chocolate

Morning Person or Night Person

Red or Blue

Popcorn or Potato Chips

Desert or Mountains

Swimming or Hiking

Car or Truck

Dog or Cat

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4-H GROWS HERE

Name Pulse

Time: 5—15 minutes

Supplies: timer with second hand

The Game: Gather players in a circle. The goal is for every player to say his or her name as quickly as possible, one at a time, going in order round the circle. Choose someone to start the name pulse and the direction in which it will go. The first person says her name, the next person says his name, and so on around the circle. A player cannot say her name until the previous player finishes saying his. After a trial run, challenge the group to improve their time. Give them a few moments to figure out how they might be able to cut their time down. Let the group repeat the game several more times.

Bumpity, Bump, Bump, Bump!

Time: 10-15 minutes

The Game: Direct players to form a circle, share their first names with the group, and remember the names of the players to their left and right. Designate a game leader to stand in the center of the circle, point to a player at random, and say “right” (or “left”). Within 3 seconds, that player must say the name of the person to the right (or left). If the leader points and says “bumpity, bump, bump, bump!” the player has to name people on BOTH sides. If a player doesn’t say the name or names quickly enough, he or she trades places with the leader in the center.

A Day in the Life

1. Have the participants pair up.
2. One partner recalls in detail what his day has been like.
3. When listening, his partner can say only, “Then what?” or “Ooh, tell me more about that!”
4. After 5 minutes, reverse roles and repeat for 5 more minutes.
5. Go around and have each person introduce their partner and share 1 interesting thing the person did that day. (It may be something as simple as, “This is John and he had bacon for breakfast.”)

Human Billboards

Time: 15 minutes (depending on size of club)

Supplies Needed: One sheet of paper for each person and markers.

Here’s how:

1. Give each participant a piece of paper and markers.
2. They have 6 minutes to use words, pictures, or symbols to describe themselves on their “billboard”. They should also include their name.
3. Then they are to mingle while holding their “billboard” in front of them.
4. While mingling, they can only ask questions about another’s billboard or respond to questions asked of them.
5. After a few minutes, they are to grab a partner (that they don’t know well) and introduce their partner to the group and share about the person’s billboard.

My N.A.M.E.

Participants introduce themselves by presenting their first names as acronyms.

Give the group 5 minutes to think of interesting facts about themselves that correspond to the letters of their first name. Have each person share their first name and their acronym. The leader should go first and give their name as the example.

Here’s mine: **R** is for reliable. If I am given a task, I will do it.

A is for Allen county where I was born and raised.

E is for Exciting. I find my job exciting because I am always doing different things.

A is for Anxious. Playing name games make me Anxious because I have problems remembering names.

A is for Anywhere. I like to travel and would be open to go anywhere.

N is for New. I like doing new things and learning new facts and information.