



ICEBREAKERS

- Board Games - always good when a cell has just formed.
- 'People might be surprised to learn that I.....!' - People are asked to make the statements.
- Write down the most embarrassing thing you've done. Read out all the answers, if permitted!
- Get everyone to say three things about themselves - one of which should be a lie. Everyone else has to guess which are true and which are false. You can learn some very surprising facts about people in their efforts to throw you off track.
- Get everyone to write their names on the top of a piece of paper. Pass the papers round and get everyone to write something encouraging about that person.
- Share about the week that you've just had, (but use sparingly as this can lead to chatter!)
- If you could visit anywhere in the world, where would you visit?
- If you could swap roles with someone for a day, who would you choose?
- "What was the most important event in your life this past week?"
- Which cell group topic thus far has been most memorable for you?"
- Find four people that you have something the same with. Like children born on the same day, drive the same car, from the same town, parents or spouse have the same first name, etc. The characteristics should be phrased in the positive and they should be unique to you and the other person, i.e. not the same characteristic with the four people.
- What was the worst hair day you ever had?
- What was the oddest experience you've ever had?
- Tell about the strangest encounter you've ever had.
- If calories were not an issue, what would you pick to have for a special dinner?
- What is the worst car you have ever owned/driven?
- If your spouse wrote the information on your tombstone based only on their relationship with you for the past 24 hours what would they write?
- "What's in a Name"? In lieu of regular name/ID cards, have



participants write an adjective that starts with the first letter of their names (eg. Artistic, instead of Arnold) on 2" x 5" cards. Would help if this adjective describes them in some way. Ask them to stand one by one, and to say, "I'm _____ (using the adjective written on their name cards). During the entire cell, call them by these adjectives.

- Follow-up to "What's in a Name": Zip Zap Zoom.
- Ask participants to gather around a circle. Stand in the middle. Point around randomly while saying "zip zap zoom". If you stop at the word zip, the person you're pointing at must name/"describe" the person to his right; if you stop at the word zap, he must name the person to his left. If you stop at the word zoom, he must name you. Anyone who gives an incorrect name/adjective will be the next it.
- Spin the bottle. Any person can spin first. But before spinning a question is asked. Whomever the bottle points to has to answer the question, and on and on. Of course there should be "right to pass", if the pointee is not comfortable to answer the question. Funnier when questions are fun and the kind that requires thought.
- What is the most radical thing you have ever done that is both legal and moral?
- If you will be given the chance to ask just one question to God? What would you want to know?
- Describe your relationship with 3 other members of the group and how it has changed since you first met.
- This is an activity that you can do while sitting in a circle to get everyone laughing. You as the leader tell the group that they must identify the pattern in the group. The replies are one up/one down, two up, or two down. (It is the position of their arms). So as the facilitator if my hands are in my lap I say two down. The person to your right then goes they say one of the choices. You are the only one who knows the pattern so you tell them if they are right or not. Correct or not you go on to the next person. Some people will "guess" the right position and as they do some will catch on and the laughs will begin.
- If your relationship with Jesus was a pair of shoes what are you wearing on your feet?
- Have all members of the group ask themselves, if they had all the talent in the world, as much money, wisdom, time etc. what job (occupation) would you like to do? Then have all members write it on a small piece of paper and hand it to one person. This

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person reads them all off, while everyone is writing them down. Then each person writes the members name beside the occupation they think each person chose. Go around the room and see how many you got right.

- Which came first, the chicken or the egg and why?
- Pass out index cards to all participants and have them write their names on these cards and the following: Car, Cartoon, Cuisine, Colour
- Then, everyone passes their card 3 persons to the left. Now each person should have a different person's card. It is each person's job to find four different people and ask..."If this person (the person whose name is on the top of the index card) were a car, what car would he/she be?" and then "If this person were a cartoon character, what would this person be?" Do the same for colour and cuisine. The group shares the answers about their person, and then afterwards, that person tells the group how he/she would answer the question. This game is great for reflecting back to each person how others perceive him/her which can be very encouraging and funny, too. Also, it shows others how much we may or may not know the person by the answers one gives about themselves, and helps each group member get to know and appreciate each other in a better and deeper way. To this day, people in my group call me "Rainbow Brite" *smile*.
- If you could be any character of the Bible, who would you be and why?
- What is your full name? Then have each person tell something about their name, ie, what does your name mean, how did you get your name or where did your name originate (what country or people group).
- If you were married for ten years to a wonderful spouse, two almost perfect children and awoke one morning to find all your hair on the pillow and your skin bright yellow, what would you do? Explain why you would handle the situation in this way.
- New Ending: Have the group think about a list of movies that they would like to change the ending to. They then select a movie and discuss what the new ending should be. Once they have agreed on an ending they draw a large picture of the last scene or scenes.
- Pass around a container of candy pieces and tell everyone to take as many as they want. After everyone has helped themselves, explain that for each piece of candy they have

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taken, they have to tell the group something about themselves.

- What is your favourite movie and why?
- If you could have any job you wanted, and money was not an issue, what would you do? Why do you want to do it?
- Have a bag of pennies that are dated, for example, between 1935 and 1999. Everyone picks one penny. Make sure the date on penny is between now and the date you were born. Think of one memorable event from the year shown on the penny, and share it with the rest of the room.
- Separate everyone into 2 teams (more if you have a huge group) and get each team to stand in a straight line. The aim of the game is to list the books in the Old Testament in order i.e. Genesis, Exodus, Leviticus..... Have a 'referee' for each team and this 'referee' has to go down the line and gets everyone to list the books accordingly. E.g. the first in line says "Genesis", the next person has to continue and say "Exodus" and the third person has to say "Leviticus". If someone forgets what the next book is, i.e what comes after Judges, he/she has to seat down and the question is passed on to the next guy/girl. When the 'referee' has reached the end of the line, he retreats back and starts from the last to the first person until the entire OT is listed. The group that completes the fastest and has the least number of people seating down wins.
- WORD SOUP. In a large bowl, using various coloured slips of paper, write all sorts of words. The player selects 5 words from the bowl and has to use them to talk about themselves. Good words to use are dream, vision, likes, dislikes, fun, angry, travel, talents, etc. You can also include some funny words like skunk or blob, etc. as they add humour when the person struggles to use them to talk about themselves.
- 'Strawberry nose', for this you will need strawberry jam, a tea spoon and a table tennis ball. In a circle place a dollop of jam on each person's nose then place the ball on one person's nose. The idea is to pass the ball around the circle, nose to nose, as quickly as possible.
- Have everyone write down something "interesting" or "Unique" about themselves as they walk into your meeting or gathering. Have them put their statements on little pieces of paper, like 2"x2", without putting their names on them. Then collect all the pieces, glue them to a bigger piece of paper in a matrix like thing. Photocopy it for everyone. Then pass it out and have everyone go around the room and fill in the boxes. Whoever can

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fill in all the boxes first and be able to identify everyone on their sheet wins.

- Shoe Race. Have everyone take off their shoes and put them in a pile. Split the group up into teams. Then, as in a relay race, each person has to run or walk to their shoes, put them on, and go back and tag the next person on their team to go. Whoever has all their shoes on first wins.
- Why should you be a member of a small group?
- To open the group, a matchbook is passed around. Each person takes turns lighting a match and answering a question. They have to hold the lit match as they are answering, and once the flame goes out, they have to stop. Sample questions could be: How did you become a Christian? Tell about your first date, what brought you to this church, etc.
- Write everyone's name on a piece of paper and have each person draw a name. Next to the name drawn, write down what you would like them to do (e.g. run around the block). At the end, each person has to do what he wrote for someone else to do.
- The Jordan Knot
- Everyone stands in a circle facing inward. Everyone closes their eyes, and then grabs two hands with theirs (Administrators may want to ensure that the hands are suitably mixed). Everyone opens their eyes and then tries to get untangled without letting go of hands, so that in the end you're all standing in a circle again. It's a good idea to play a game of electricity before you start to untangle. One person squeezes a hand. That person then squeezes his other hand. So-forth, so-forth until the "electricity" gets back to the originator. If everyone got shocked, then everyone is a part of the circle. If a group of people got left out, then they are a part of another circle and should rejoin hands so that they are a part as well.
- The Jordan Knot - Advanced
- Group splits in half. One group proceeds to make the aforementioned Jordan Knot, while the other team stands on the outside. Once the knot is made, people inside of it cannot: - speak -move -release hands. Group two now must undo the knot. They must give specific instructions to the knot members ie: move your left leg over Bob's left arm. Susie, put your head down. Jimmy, shift your weight onto your left side, then move your right leg up, and then extend your left arm forward as far as it will go. (At this point ask group two to set a time limit for

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- themselves to see how long it will take)
- MAROONED. You are marooned on a desert island. If you had the chance what 3 things would you have taken?
 - What do you or did you call your grandparents? (This can make for some funny names).
 - If applicable, show your best scar (on your body). Tell the story behind it.
 - Tell us about the shoes you are wearing: Where did you get them, are they your favourite shoes and if so, why do you like them?
 - Odd Men Out. Make a circle of chairs that is two chairs short for the number of people in the group. The two people with out chairs stand in the middle of the circle. They introduce themselves and say two or three things about themselves. Next, they say something that is not true for everyone in the group. (Example, "Everyone wears white socks.) The people not wearing white socks have to get up and move at least two chairs away and the people in the middle try to steal an empty chair. The goal is to find a chair to sit in. The two people remaining standing then introduce themselves and think of a new reason for everyone to switch chairs. (Also, people not wearing white socks would remain sitting, so they are the ones that should be targeted in the next reason.)
 - Gather up several different types of hard pasta and bags of marshmallows. Have groups of whatever number of people make whatever they want from this material. After finishing, have each group explain what their creation is. The leader then explains that the pasta represents us (we are all different) and the marshmallows represent Jesus, who holds us all together in His church (when we let Him).
 - DID YOU KNOW . . . Group members sit in a circle. Each person will find out one interesting or unusual thing about the person to their right. Then they will give their name and introduce the person to the group. Ex: My name is _____. This is _____. Group did you know that (person's name and information shared). After everyone has introduced their person, facilitator will ask for questions, comments. Good activity to help people get to know each other better.
 - What is your favourite TV show from the 70's-80's-90's?
 - What is your favourite smell?
 - What is the nastiest smell you have smelled?

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- What was your biggest fear as a child?
- What is your biggest fear?
- What teacher did you dislike most in school? Why?
- When you reach the end of your life what will be more important - whether you were a nice person or whether you were a smart person? I think that it is not that you were just nice or just smart but that you were fair. How is that a combination of both?

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