

Attendance and Achievement: **Berhane Azage**

Lesson Title: **Breaking Out a New Icebreaker**

Grade Level: **Middle School**



Project and Purpose

Students analyze common traits in icebreakers and design an original icebreaker.

Essential Question

How does getting to know new people help make for a more friendly and open environment?

Materials

- A means for students to write a reflection
- If possible, computers with Internet access
- Writing and drawing materials

Procedure

1. Ask students to reflect on a time when they were new somewhere. How did it feel to be new? Was it easy? Challenging? Lonely? Comfortable? Did people welcome you? Ignore you?
2. Explain to students that in some situations where people don't know each other they play games called "icebreakers." Ask students to define the expression "break the ice" in their own words.
3. Invite students brainstorm a class list of icebreakers that they have played in school, youth groups, camps, or elsewhere. (Examples may include: name games, two truths and a lie, never have I ever, get to know you bingo, etc. For more examples, you could do a quick Google search online). They can start their brainstorming in groups of two and then share out with the class, or the class can brainstorm all together.
4. Once you have a list of different icebreakers, as a class, outline a list of the traits that icebreakers have in common.
5. Divide the class into groups of 2-4 students. Explain to students: Today in your groups we'll be creating our very own original icebreaker games. Tell students that their icebreaker game should include at least one of the traits of icebreakers that they outlined together.
6. After students have had time to develop their icebreakers, bring the class back together and have one student representative from each group share out how their icebreaker would work and what the game would achieve for a group of people who don't know each other well.

