

Icebreaker to Choose or Vote On... Please mark your ballot as # 1, 2, 3 or 4

**No. 1: Storytelling, Oral Histories Game**



Oral histories are an important part of many cultures. Hearing the stories over and over again help others to learn the story well enough to pass it along to another generation.

- The people in the class sit in a circle.
- One person is selected to start.
- Each person adds one word to create the story but must also say the entire story that has already been said.
- For example: Person 1-"The" Person 2-"The dog" Person 3-"The dog ran" Person 4-"The dog ran towards" and so on.
- When someone forgets the correct wording in the story then it is over and they get to start a new story.

**No. 2: Today's Problems Game**

Props needed - Instructor needs a blackboard, whiteboard or flip chart paper and a writing instrument to write the following issues on.



- |                 |                        |                              |
|-----------------|------------------------|------------------------------|
| Nuclear Warfare | Alcohol and Drug Abuse | Famine/Starvation            |
| Family Violence | Pollution              | Disease, AIDS and Cancer     |
| Unemployment    | Over Population        | Terrorism                    |
| Racism          | Crime                  | Moral Decline                |
| Poverty         | Mental Illness         | Corruption Amongst Officials |
| Illiteracy      | Oppression             | Suicide                      |

- Allow the group to choose three of the most pressing issues facing their community.

- Allow them some time to think about these three issues and how they connect to each other.
- Allow the group some time to develop meaningful ways in which they could develop solutions to some of these problems.

### No. 3: The Topic Game

- Everyone sits in a circle and someone is selected to start.
- They choose a general topic, for example mammals.
- Then you go around the circle and each person names a mammal such as a horse, the next person may say dog, the next person says cat, etc.
- Once someone can't think of a word that relates to the topic, the next person gets to come up with a new topic.



### No. 4: Word Association Game

- Everyone sits in a circle and one person selects a word to begin.
- The next person says a word that relates to the first word.
- The next person says a word that relates to the last word.
- In one round no word can be used twice.

