



Icebreakers and Group Games

Provided by:

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Information	Program Description
Kindergarten-6th Grade	Icebreakers and other games are a good way to ease the tension as groups and/or teams are being formed. The 22 icebreakers and games in this collection are designed to help students become comfortable working closely with others and begin processing what is necessary to help the team work together.
Curriculum Format	Each lesson can be presented in 45-60 minutes. Teaching Guide with complete instructions is provided. Teaching Kit with materials needed to present lessons is provided. User may need to provide standard classroom supplies (pencils, scissors, glue). If a lesson requires perishable items (e.g. milk), user

Lesson	Overview
Day 1	Students play group games to learn teamwork, give positive attention, increase their listening skills and show respect to their peers.
Day 2	Students play group games to identify their skills, interests and strengths. Students affirm diversity and respect for each other and use creative thinking skills.
Day 3	Students play group games to test their memory skills, work together to accomplish a task and learn that each person brings a different strength to a team.
Day 4	Students play group games using math skills to reach a goal, get acquainted with their peers by sharing, work in teams to reach a goal successfully.
Day 5	Students play group games learning how to support each other, use creative problem-solving to accomplish a task and collaborate to reach a goal.
Day 6	Students play group games learning to communicate within certain criteria to accomplish a task. Students learn to cooperate, identify their strengths and develop strategies to reach set goals.

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