Icebreakers Galore!

The Ultimate
Game Guide for Girlfriends

Group
Loveland, Colorado

Icebreakers Galore!

The Ultimate Game Guide for Girlfriends

Copyright © 2007 Group Publishing, Inc.

Visit our Web site: **www.group.com/women**

All rights reserved. No part of this book may be reproduced in any manner whatsoever without prior written permission from the publisher, except where noted in the text and in the case of brief quotations embodied in critical articles and reviews. For information, e-mail Permissions at inforights@group.com, or write Permissions, Group Publishing, Inc., Ministry Essentials, P.O. Box 481, Loveland, CO 80539.

Credits

Editor: Jill "I Spy" Wuellner
Project Manager: Amber "Scrabble" Van Schooneveld
Executive Developer: Amy "Hoopla" Nappa
Chief Creative Officer: Joani "Bingo!" Schultz
Copy Editor: Ann "Monopoly" Jahns
Cover Art Director/Designer and Art Director: Andrea "Rummy" Filer
Book Designer and Print Production Artist: Kadence "Scattergories" Ainsworth
Production Manager: DeAnne "Kick Ball" Lear

Unless otherwise indicated, all Scripture quotations are taken from the *Holy Bible*, New Living Translation, copyright © 1996, 2004. Used by permission of Tyndale House Publishers, Inc., Carol Stream, Illinois 60188. All rights reserved.

Icebreakers galore : the ultimate game guide for girlfriends / [editor, Jill Wuellner].
p. cm.
Includes index.
ISBN-13: 978-0-7644-3625-3 (pbk. : alk. paper)
1. Church work with women. I. Wuellner, Jill.
BV4445.I24 2007
259.082--dc22
2007020833

ISBN 978-0-7644-3625-3

10 9 8 7 6 5 4 3 2 1 16 15 14 13 12 11 10 09 08 07
Printed in the United States of America.

Mixers

Middle Name Intros 9
Personal Stories 10
Third Person 10
Top-Secret Missions 11
Scripture Mixer 12
Junk Mixer 12
If You… 13
Hot-Banana Talks 14
Color Me Friend 14
When I Was a Kid 15
Meet in the Middle 15
My Favorite Things 16
Lifelines 17
I Remember… 17
Bowl Me Over! 18
The Shoe Pile 18
A Spy for a Spy 19
Stand-Up Show and Tell 19
Cut From a Different Dough 20
Pet Talk 20
What's My Name? 21
Roll a Conversation 22
Gab Bag 23
Ping-Pong Popcorn 24
Common Bonds 25
Pass the Beans 26
Sign Up 26
I've Got Your Number 28
Who? What? Where? 28
More Than You Know 30
Trivia Scavenger Hunt 31
Hoop It Up 32

Icebreakers

Human Tick-Tack-Toe 33
In My Day 34
Eye Spy? 34
Get-to-Know-You Toss 35
Trading Up 36
Desperately Seeking Susan 36
Up and Down Relay 37
Working Together 37
Wacky Questions 38
Jelly Bean Jam 38
Quick Sort 39
Laws and Guffaws 40
Name That Person 40
Word Relay 42
Top Ten Lists 42
Instant Replays 43
Rubber Band Faces 44
Matching Pairs 45
Match It Up! Mix It Up! 46
Sound Bite 46
What if You Were a Shoe? 47
Picture Pass 48
Win, Lose, or Mold 48
Tell Me More! 49
A Penny for Your Thoughts 50
Greatest Game Ever 51
Count Your Blessings 52
The Marvelous Hat 52
What Do You Know? 53
The Hot Seat 53
Roving Bingo 54
The Early Years 56
Balloon Bouquets 56

Contents

Games With a Purpose

Picture Pieces 57
Spirit Balloons 58
Design-Your-Own Obstacle Course 58
Big Challenge Mini-Golf 59
Compass Journey 60
One Body, Many Parts 60
Gift Givers 61
Silent Cake-Bake 62
Name Tag Mixer 62
Faith Will Find It 64
Thankful Penny Toss 64
Sightless Sandwich Maker 65
All for One 66
What's It Worth? 66
Jelly Bean Times 67
Balloon Blitz 68
"Dear Abby" 68
Gifted 69
Oddball Bowling 70
Faith Adventures 70
Your Chair, Please 71
Do You Know? 72
Take Your Pick 73
Praying for Others 74
Positively Promising 74
Clay Creations 76
Tell Me More 76

Just for Fun

Postcard Paste-Up 77
My Problem 78
Hold-Your-Breath Relay 78
Find That Picture 79
Feed Your Face 80
Refrig-e-raider Party 80
Board Game Tournament 81
Bringing Up Baby 82
Musical Chairs Dress Up 82
Wacky Relay 83
Indoor Blind Croquet 84
Potato Promenade 84
Happy Hooping 85
Musical Grab Bag 85
Toilet-Paper Relay Run 86
Pantyhose Blast 86
Quick Change 87
Beach Ball Basketball 88
Skit Tag 88
Snap! Crackle! P…uzzle! 89
Ping-Pong Pass 90
Plas-Toes! 90
Line-Up 91
Bible Treasure Hunt 92
Your Nose Knows 92
Chain Relay 93
Name That Commercial 94
Hall of Fame 94
Charade Twists 95
Balloons and Backs 96
Zip, Zoom, Zowie 96
Balloon Limbo 97
Novel Quest 98
Gimme Five! 99
Group Impressions 100

Seasonal Games

Easter Egg Hunt 101
Pop, Pull, and Surprise 102
Jigsaw Jack-o'-Lanterns 102
Letters to God 103
Surprises in Disguises 103
Heart-Stopping Stories 104
Red-Hot Fun 104
Even or Odd? 105
Friendship Garden 106
Christmas-Carol Confusion 107
Team Tree Decorators 107
Thank-You, Thank-You, Thank-You 108
Musical Christmas 108
Jingle Jumble 109

Index

Index 110
Games by Topic 111

Introduction

"When the working day is done, Girls—they want to have fun."

This line from the popular song by Cyndi Lauper, "Girls Just Want to Have Fun," does say a lot about women. Perhaps fun isn't *all* that we want, but it sure is part of the package!

While we love fun, it looks different for women than it does for children and teenagers. But if you've ever tried to find games for a group of women to play, you know it can be a difficult task. How many times have you found yourself flipping through an activity book for high-schoolers in an attempt to find a game for your group of girlfriends? While those games are certainly fun, they aren't typically what women want to play. We love chocolate, but not dripping from our hair. Some of us enjoy playing softball, but not necessarily with a wet sponge. And most of us get a good laugh from running in a relay race, but not when it includes eating whole onions or sitting on water balloons until they pop.

This is why we've created *Icebreakers Galore!* It's a book specifically for women, full of games and activities to play with girlfriends. Some are rowdy and packed with energy, while others are quiet and full of thoughtful questions. Whether you're planning a retreat, planning a shower, needing an icebreaker for a meeting, or just having some girlfriends over for a get-together, these games will help you plan the perfect event.

Inside you'll find games sorted into chapters, including:

• Mixers—for when you want to introduce everyone and start building friendships.

• Icebreakers—these are great for starting a meeting or an event.

• Games With a Purpose—activities to start a discussion or introduce a specific topic.

• Just for Fun Games—use these for retreats or events where you want everyone laughing and having side-splitting fun.

• Seasonal Games—to celebrate holiday events or get everyone prepared for a new season.

While some games and activities will require a bit of prep, *Icebreakers Galore!* includes many games that require little or no prep at all, which are great for those days when nothing is going right and you need a quick fix or you're asked to lead an activity at the last second. If you see this icon it means all you'll need are chairs and possibly some paper and pencils. No photocopying, shopping, gathering, or cutting required.

So go ahead and pick out a game to try with a group of girlfriends this week. Not only will you connect and deepen friendships, but you'll have a great time doing it.

INDEX

Best Games for a Large Group

Common Bonds 25
Board Game Tournament 81
Happy Hooping 85
Novel Quest 98
Group Impressions 100

Best Games for a Small Group

Lifelines 17
Get-to-Know-You Toss 35
Jelly Bean Jam 38
Gift Givers 61
Jelly Bean Times 67

Best Rowdy Games

Hold-Your-Breath Relay 78
Find That Picture 79
Feed Your Face 80
Novel Quest 98
Group Impressions 100

Best Low-Energy Games

Gab Bag 23
Jelly Bean Jam 38
What's It Worth? 66
Gifted 69
Friendship Garden 106

Best Games for a Road Trip

Gab Bag 23
Working Together 37
Word Relay 42
Rubber Band Faces 44
Tell Me More! 49

Best Games for a Bridal Shower

Sign Up 26
Win, Lose, or Mold 48
My Problem 78
Name That Commercial 94
Balloon Limbo 97

Best Games for a Baby Shower

Junk Mixer 12
I Remember... 17
Name That Person 40
The Early Years 56
Bringing Up Baby 82

Best Games for a Slumber Party

Cut From a Different Dough 20
Who? What? Where? 28
Top Ten Lists 42
Quick Change 87
Gimme Five! 99

GAMES BY TOPIC

Affirmation
Gift Givers 61
Tell Me More! 76

Autumn
Jigsaw Jack-o'-Lanterns 102

Body of Christ
Name Tag Mixer 62
Gifted 69

Busyness
Balloon Blitz 68

Christmas
Christmas-Carol Confusion 107
Team Tree Decorators 107
Musical Christmas 108
Jingle Jumble 109

Communication
Who? What? Where? 28
Silent Cake-Bake 62
Sightless Sandwich Maker 65
Gifted 69
Do You Know? 72
Take Your Pick 73

Conflict
All for One 66

Determination
Oddball Bowling 70

Easter
Easter Egg Hunt 101

Ethics
Your Chair, Please 71
Take Your Pick 73

Expectations
Lifelines 17
Spirit Balloons 58

Faith
Faith Adventures 70
Take Your Pick 73

God's Love
Balloon Bouquets 56
What's It Worth? 66

God's Promises
Positively Promising 74

God's Will
Big Challenge Mini-Golf 59
"Dear Abby" 68

Halloween
Jigsaw Jack-o'-Lanterns 102
Surprises in Disguises 103

Humility
One Body, Many Parts 60
Your Chair, Please 71

Life Journey
Lifelines 17
Picture Pieces 57
Design-Your-Own Obstacle Course 58
Spirit Balloons 58
Compass Journey 60
Silent Cake-Bake 62
Faith Adventures 70
Positively Promising 74

Listening
Jelly Bean Times 67

New Year's Eve
Pop, Pull, and Surprise 102
Letters to God 103

Index

Overcoming Obstacles

Big Challenge Mini-Golf 59

Patience

Oddball Bowling 70

Perseverance

Jelly Bean Jam 38

Big Challenge Mini-Golf 59

Prayer

Praying for Others 74

Priorities

Balloon Blitz 68

Relationship With God

Clay Creations 76

Seeking God

Faith Will Find It 64

Clay Creations 76

Sin

Oddball Bowling 70

Spiritual Gifts

Name Tag Mixer 62

Gifted 69

Teamwork

Big Challenge Mini-Golf 59

Silent Cake-Bake 62

Find That Picture 79

Bible Treasure Hunt 92

Chain Relay 93

Novel Quest 98

Temptation

Oddball Bowling 70

Thanksgiving

Count Your Blessings 52

Thankful Penny Toss 64

Thank-You, Thank-You, Thank-You 108

Trust

Picture Pieces 57

Design-Your-Own Obstacle Course 58

Sightless Sandwich Maker 65

Unity

What Do You Know? 53

The Hot Seat 53

One Body, Many Parts 60

Jelly Bean Times 67

Your Chair, Please 71

Tell Me More 76

Valentine's Day

Red-Hot Fun 104

Heart-Stopping Stories 104

Even or Odd? 105

Wisdom

"Dear Abby" 68

Worry

Design-Your-Own Obstacle Course 58

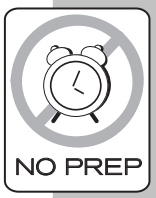
Sightless Sandwich Maker 65

Positively Promising 74

Chapter 1
Mixers

The games and activities in this chapter are designed to help girlfriends get to know each other and make connections with other women. Whether it's simply learning names, hobbies, or things you have in common, these will get everyone talking and sharing part of who they are. These are perfect for groups that are just starting, if you have new women coming to an existing group, or when you want to just get to know each other a little bit better.

Middle Name Intros



How many girlfriends have wished, especially when they were younger, that they could choose their own name? Well, here's their opportunity.

Give girlfriends a minute or two to come up with an original middle name. This name should describe something about them. For example, "Audrey Hepburn" could describe someone who enjoys fine jewelry. "Martha Stewart" could identify a girlfriend who enjoys crafting, "Tiger Woods" could be a golf fanatic, or "Mozart" could identify someone who enjoys classical music.

Then go around the circle and have girlfriends introduce themselves, explaining their new middle names.

Personal Stories

Supplies

- *paper bags*
- *miscellaneous items as described in the game*

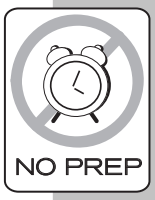
Before your meeting, fill a bag with miscellaneous, ordinary items, such as a comb, a match, a leaf, a toothbrush, a fork, and so on.

Have your girlfriends sit in a circle, and ask the first one to reach into the bag and take the first thing she touches. Give her two minutes to tell a personal story that's related to that item. Then go around the circle, repeating this process, until everyone has selected an item and told a story that an item brought to mind.

If a woman has a hard time thinking of a story, suggest story themes that the items might inspire, such as a bad hair day (comb), a campfire mishap or burning a meal (match), a nature experience (leaf), a personal hygiene faux pas (toothbrush or deodorant), or a restaurant encounter (fork).

Encourage your group by going first!

Third Person



This is a simple activity you can use to make getting-to-know-you quite interesting!

Gather women in a circle for this Q-and-A crowd breaker—the catch is they have to answer questions in the third wwwhhwwof using "I"). Use fun questions such as these:

- Tell a story about a time when you met someone famous.
- Describe your ultimate date night.
- Talk about the earliest memory you have.
- Explain how you would prepare for a job interview with Steven Spielberg or Bill Gates.
- Talk about the strangest thing that's ever happened to you.

Not only will everyone get a chuckle from hearing people talk about themselves this way, but the group will also get to hear each person's name numerous times.

Game Tip:

If you have more than eight people in your group, you might want to form smaller groups so there's time for everyone to share her story.

Top~Secret Missions

Supplies

- *3x5 cards*

Create a bonding experience for women with this getting-to-know-you mixer.

Before your meeting, you'll need to come up with one "secret mission" for each member of your group and write it on a 3x5 card. Each secret mission should somehow encourage women to interact with others. Use the following suggestions or create your own:

- Meet someone new, and find out where her shoes came from.
- Compliment five people (be specific and genuine).
- Find a girlfriend who hasn't finished her secret mission, and help her finish it.
- Give five people a high five.
- Introduce two women who don't know each other very well.
- Find something you have in common with three other people (all four of you have the same thing in common).
- Get someone to sing to you—any song will do!
- Meet a new girlfriend, and learn the names of her siblings.

As girlfriends arrive, hand each one a secret mission. Tell them they must secretly accomplish their missions without revealing to the others what their missions actually are. You'll want to give group members about 10 minutes to complete their tasks. Afterward, discuss what they learned about each other and whether they succeeded in accomplishing their missions.