

### **Community Playlist**

Create a community playlist that you can play during work time or in the background. We suggest you collect about 3 song recommendations from every member of your group using google forms and use those songs to build your playlist. To distribute the playlist, you can share the link or use the link to make a QR code.

### **Tiny Teach**

Tiny Teach is a great icebreaker to use before learning a new skill. Participants remember a time they had to learn something new and reflect on what it was like to learn that thing. Have participants take 5 minutes to answer the questions on [this worksheet](#). Then, they can share their answers with their elbow partner; each partner should have equal amounts of time to share. After, you can ask for volunteers to share about the skill they learned.

### **Candy Confessions**

This activity works best in small groups and you'll need a few packets of skittles or another colorful candy. Each color represents a different question. Have each person in the small group take a few skittles of different colors (don't eat them yet!). Each group member should answer the questions that correspond to the skittles they have:

- Green: If you could have any superpower, what would you choose?
- Red: What is your favorite food?
- Orange: What is your favorite memory?
- Yellow: What is your favorite movie/TV show/book?
- Purple: If you had to eat one thing for the rest of your life, what would it be?

### **Silent Line**

The goal of this icebreaker is to have the whole group line up in a specific order, and each round gets more difficult.

- Round 1 (talking): line up by birthday (left is Jan, right is Dec)
- Round 2 (no talking): line up in alphabetical order by first name (start with A on the left)
- Round 3 (no talking, speed round): line up by how far from SF you were born (left is in SF, towards the right is farther away)

### **Spaghetti Tower**

Have participants work in small groups to build the largest spaghetti tower. You'll need dry spaghetti, 1 marshmallow per group, string, tape, and scissors. The rules are 1) the tower has to hold the marshmallow at the top (it's up to each group how to do that) and 2) it has to stand on its own for at least 10 seconds. Teams will have 10 minutes to build the tower, then one of the facilitators will measure the towers.

### **Blanket Name Game**

You'll need an opaque/thick sheet or blanket. Split your group into 2 teams. Two facilitators will hold up a blanket to divide the two teams. Each team will quietly choose a volunteer to sit facing the blanket, and the rest of their team will sit behind them. On the count of 3, the

facilitators will drop the blanket, and the 2 volunteers have to say the other person's name (who is sitting across from them on the other side of the blanket). Whoever guesses first wins the round, and the other person joins their team. Repeat until everyone has gone.

### **Snowball Fight**

Have everyone in your group write 3 facts about themselves on a piece of paper – the more unbelievable, the better because it'll be harder to guess. Make sure not to show anyone. When everyone's done writing form a circle, have everyone crumple their paper into a ball, and gently throw their paper across the circle. Choose a volunteer to start and have them pick up a paper ball near them. They should read the 3 facts out loud and try to guess who it is. For a correct guess, move onto the next person; for a wrong guess, have the correct person say it's theirs.

### **Got You!**

Form a circle with your group. Everyone should put their left hand out palm up, and their right pointer finger in the left hand of the person next to them. The goal is to catch the person's finger in your left hand, but move your right hand so it doesn't get caught. When the facilitator says go, try to catch the person's finger and avoid getting caught.

### **Move if You...**

This activity should be done outside. Have everyone form a large circle with a volunteer in the middle. The person in the middle says, "Move if you..." and a statement that is true for them (e.g., move if you...have brown hair, are wearing white shoes, live in SF, etc.). If the statement is true for others, they have to move to a new spot in the circle at least 1 person away. Whoever can't find a spot is now in the middle. Repeat until everyone has gone in the middle.

### **Appreciations**

Put a piece of paper on each table group, enough for every person in your group, and put their name on it. Have everyone write something they appreciate about that person on the paper; everyone should write on every other person's paper. It's a nice way to start your day and a reminder of your fun group.