

## Assignment 2: Icebreaker/Energizer (Summative- Formal Assignment)

**TYPE OF ICEBREAKER: What is your goal with this Activity?**

**“GROUPS OF 2 or 3”**

### Guidelines for Use



- 1) Know how to do your icebreaker well.
- 2) Have a great introduction and be sure the group knows what to do before starting.
- 3) Encourage total participation BUT reserve the right for participants to PASS.
- 4) INFO THAT COMES FROM AN ICEBREAKER STAYS IN THE ROOM!**
- 5) The group leaders should be an active participant throughout the process. This will help maximize participation and minimize anxiety.
- 6) MAKE SURE THE ICEBREAKER IS APPROPRIATE FOR THE GROUP (risk level, activity level).
- 7) Monitor icebreaker continuously and step in where needed to generate wanted results.
- 8) These should not use **ANY EQUIPMENT** and should only take a couple of minutes.
- 9) Debrief after the game with the class
- 10) THIS GAME CANNOT BE A GAME THAT IS CREATED ALREADY!

### WRITE-UP:

1. Your group must have a PROFESSIONAL WRITE UP
2. It will include:
  - a. Name of your activity
  - b. GOAL of the Activity (co-operation, thinking or problem solving, energizer, getting to know you)
  - c. Introduction of the Activity – You may or may not want to tell them what you are working on
  - d. Rules of the Activity
  - e. Area needed
  - f. How you will divide into groups if that is required
  - g. Diagram of the Game
  - h. Safety Concerns if any
- 3. DROPBOX into Assignment #2**

### FACILITATION OF ACTIVITY:

1. Your voice is nice and loud and clear
2. You COMMAND the attention of the group(s)
3. You are DEBRIEF and let the group know what the goal of the Activity was

