KEEP IT FUN

There’s important work to be done but don’t forget the importance of having a few laughs. Vary the types of fun activities you do and check-in with members to be sure to include those who might be hesitant to participate because of fears, discomforts, physical abilities or any other reason.

RELATIONSHIP-BUILDING ACTIVITIES

- Organize events to eat brunch/lunch/dinner and get to know each other better.
- Go together to support group members participating in a performance, athletics game or anything in front of an audience.
- Slip on your LIVE UNITED t-shirts and study together. Silly study breaks are encouraged!
- Play high-energy music before and after meetings and during some projects. Schedule everything to start 10 minutes before you plan to start so students can trickle in, chat and tease you about your music choices.
- Organize a retreat on- or off-campus so members can grow closer, share new experiences and enjoy themselves.
- When the weather is good, gather for outdoor picnics and potlucks.

ICE BREAKERS

NAME GAME
Sit in a circle. The first person in the circle says their name, where they’re from, and an interesting fact about them (this last one can be changed to anything really: each person could say why they were interested in joining Student United Way). The next person starts by repeating what the previous person said and then introduces themselves. This continues until the last person (this should be a group leader) recites every person’s name and information.

INTRODUCE SOMEONE ELSE
Divide the group into pairs. Each person talks about themself to the other, sometimes with specific instructions to share a certain piece of information. For example, “My favorite movie is...” After five minutes, the participants introduce the other person to the rest of the group.

WHO AM I?
People write a famous name on a piece of paper and pin it on someone else’s back. Person tries to guess what name is pinned on them by asking others around the room yes or no questions.
TWO TRUTHS AND A LIE
Each person makes three comments about themselves. One statement is a lie and two statements are the truth. The group then votes on which was the lie and which were the truth. The person then discloses the lie and the truths.

M&M GAME
Participants grab a handful of M&Ms from a bag. The leader of the group assigns a topic for each color M&M (ex: green M&Ms and your greatest fear). You go around the room—or if it’s a large group, split up into smaller groups—and each person picks an M&M and shares something. Go one at a time and then around the room for as long as you’d like.

COMMON GROUND
(Props: Need enough chairs for all participants, minus one.) Group sits in a circle of chairs with one person standing in the middle (no empty chairs). The person in the middle says “I seek common ground with... people who were born east of the Mississippi!” Anyone who was, including the person asking the question, must get up and run across the circle to find a new seat. You can’t take the seat of the person next to you! There will be one person left in the middle who must ask the next question. Possibilities include: people who... wear glasses! Like vanilla ice cream better than chocolate! You can also guide the questions a little deeper... “I seek common ground with people who’ve... worked with the homeless.” The facilitator may choose to ask the first few questions to get the game going and set the tone.

HUMAN KNOT
Get the group in a tight circle. Have the members of the group reach in with their tight hands and grasp one of the right hands available. Repeat with left hands. Then ask them to unravel the knot. People may not let go. The circle of hands is to remain unbroken. However, it may be necessary to change grips due to the angle of arms and bodies. One variation is for the group to stay silent during the entire activity. You can easily use this activity as a metaphor for community activism that illustrates an opportunity for broad perspectives to work together towards a common goal.

HUMAN SCISSORS, PAPER, ROCK
This is the human-size version of scissors/paper/rock. The end zones need to be clearly defined. To begin, each team huddles and decides on which play to run—either rock, paper or scissors. Then the two teams meet in the playing area. If your team’s symbol wins, you chase the other team back into its end zone, trying to tag the team members before they get there. If your team’s symbol loses, you must dash back to your own end zone before you’re caught. Those people who get caught change to the other team. The game ends when everyone is on the same team.

EVERYBODY’S IT
Everybody is it. All participants can tag anyone. If you are tagged you must freeze in place. Anyone can free a tagged person by high-fiving them. It is the participant’s choice to either tag people, free people or try a combination of both.