TEACHERS AS ADVISORS

Icebreakers

TWO TRUTHS AND A LIE

Two Truths and a Lie is a classic get-to-know-you icebreaker. Players tell two truths and one lie. The object of the game is to determine which statement is the false one. Interesting variations of this game are provided below.

This game is a get-to-know-you icebreaker. Recommended group size is: small, medium, or large. Works best with 6-10 people. Any indoor setting will work. No special materials are needed, although pencil and paper is optional. For all ages.

Instructions for Two Truths and a Lie

Ask all players to arrange themselves in a circle. Instruct each player to think of three statements about themselves. Two must be true statements, and one must be false. For each person, he or she shares the three statements (in any order) to the group. The goal of the icebreaker game is to determine which statement is false. The group votes on which one they feel is a lie, and at the end of each round, the person reveals which one was the lie.

GUESSING GOALS

Students will write on a piece of paper a profession, career, or long term goal they hope to accomplish along with three things they need to focus on in order to reach this goal. Anonymous papers will be collected by advisor, mixed up, and redistributed. Students will then take turns reading papers and matching it with group members.

WOULD YOU RATHER?

For this game, participants are presented with an either/or choice. Once you make your choice, get together with others who made the same choice. You might be asked to explain why you chose what you did. Try these: Would you rather...

- ...be a farmer or a politician?
- ...Watch TV or listen to music?
- ...be rich or famous?
- ...ride a roller coaster or a mechanical bull?
- ...have the power to fly or to disappear?
- ...step in dog poop barefoot or have a bird dropping hit you in the head?
- ...live in the city or in the country?
- ...drive a Ford or a Chevy?
- ...be known for your looks or personality?
- ...be known for your personality or your intelligence?
- ...eat chicken or Steak?
COMMONALITIES
Have each participant pair up and find 3 things in common with their partner. The goal is to find things that are more in depth and to get beyond the surface topics. Examples: We both like football (surface). We both like the Atlanta Falcons (more in depth). We both have been to Atlanta to see a game (even more in depth). Have participants (with partners) join with another pair and find 2 things in common with everyone. You cannot use something that was used before. Next, join another foursome to create a group of 8 and find one new thing that everyone in your group has in common. It gets harder.