

# ICE BREAKER QUESTIONS



- What animal would you be and why?
- What is the most beautiful or meaningful gift you've ever received?
- If you could have an endless supply of any food, what would you request?
- What is one big goal you'd like to accomplish during your lifetime?
- When you were little, who was your favorite superhero and why?
- Who is your hero now? (It could be a parent, a celebrity, an influential person in one's life, and so on.)
- What's your favorite thing to do in the summer?
- If they made a movie of your life, what would it be about and which actor would you want to play you?
- If you were an ice cream flavor, which one would you be and why?
- What's your favorite cartoon character and why?
- If you could visit any place in the world, where would you choose to go and why?
- What's your dream job, and why?
- Are you a morning or night person?
- What are your favorite hobbies?
- What are your pet peeves?
- What's the weirdest thing you've ever eaten?
- Name one of your favorite things about someone in your family.
- Tell me about a unique or quirky habit of yours.
- If you had to describe yourself using three words, what three words would you pick?
- If someone made a movie of your life would it be a drama, a comedy, a romantic comedy, action film, or science fiction?
- What is your greatest fear?

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2018 LEAD BOURBON COUNTY



## GAMES

### **FIVE IN COMMON**

- The objective is for the mentor and the mentee to find 5 (or more!) things they have in common. But not normal things like age, sex or hair color. It must be five uncommon things. 10 - 15 minutes.

### **DREAM VACATION**

- Ask your mentor/mentee to describe details of the ideal, perfect dream vacation. Take turns.

### **MAROONED**

- You are marooned on an island. What five items would you have brought with you if you knew there was a chance that you might be stranded? This activity helps the pair to learn about each other's values and problem solving styles.

### **THE INTERVIEW**

- The mentor and mentee interview each other for about twenty minutes (prepare questions ahead of time). They need to learn about what each other likes about their job, past jobs, family life, hobbies, favorite sport, etc.

### **DESCRIBE AND DRAW IT**

- Every participant has a pen/pencil and a sheet of paper as well. The mentee must describe her drawing to her mentor using verbal communication only so that the mentor can recreate the drawing herself. No questions or communication are permitted beside the mentee's instructions. Allow 5 minutes for this exercise. Then recreate the exercise but allow questions from the mentor. Spend the remaining 5 minutes comparing the 2 drawings and discussing the process

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## WHO MENTORED YOU?

This activity is great for large groups who don't know each other well. Divide participants into small groups of 3-5 depending on the size of the group. Each small group will get one sheet of poster paper and a handful of colored markers. Ask participants to draw an outline of body to symbolize the mentor. Once the body is drawn ask the group to reflect on an individual who supported them in a mentoring like capacity in their own development. Each participant should have at least one individual in mind. Then ask participants to think about the qualities this individual possessed that helped them form a trusting, caring relationship with him/her. On the poster paper each person should draw one or two objects to symbolize these important qualities. For example, if my mentor was a former teacher who was a really good listener I might draw large ears on our "mentor" body to symbolize this quality. Each group should have at least 10 minutes to draw. When the drawings are finished, hang them around the room and ask one representative of each group to summarize the group's drawing and discussion.

## MENTOR WEB

This activity is very similar to "Who Mentored You" but will save time with a large group. Ask participants to pull out a blank sheet or scrap piece of paper and on the paper draw three concentric circles (circles within a circle). Ask participants to reflect on their adolescence and label each circle with the name of an individual who served as a supportive adult role model to them. Ask each participant to then draw lines through each one of the circle and label each line with a quality descriptor that each of these individuals embodied. When web drawings are complete post them around the room and encourage participants to look at other people's webs during the break. Remind participants to keep these qualities in mind as they continue through the remainder of the training and consider stepping into their own mentoring relationship.