



PHI SIGMA PI
NATIONAL HONOR FRATERNITY

Chapter Icebreaker Ideas

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10 things in common

Split everyone into pairs and hand each pair a piece of paper. Each pair is responsible for finding 10 meaningful things they have in common with one another. Once they find 10 things they have in common, they share their discoveries with the group.

The point of this icebreaker is to help direct conversations and to find some similarities between you and your partner. You can repeat this a few times to have people chat with someone new.

Two truths, one lie

Two truths, one lie is good for small group settings. Each person lists off two truths about themselves and one lie. The truths and lie can be anything or be restricted to a theme, the choice is yours. One after another, the group will decide what the two truths are and which one is a lie. It's great fun, especially if participants include something funny that has happened to them in the past.

Words and Songs

Divide the group into 2-4 teams. The facilitator suggests a word (like dance, happy, love, baby). Each group alternates turns singing a song that contains the word. The game continues until a team cannot think of any more songs. Songs cannot be repeated.

Who is it?

People write down or send in chat something about themselves they think no one knows to one leader. The leader reads the fact and others guess whom the person is.

The M&M Game

Each person will need a pack of M&Ms or one thing of each of the following colors (Red, Orange, Blue, Green, Brown and Yellow). Each person will pick one of the colored things such as one M&M or close their eyes and pick one of their objects. Depending on the color of the M&M/object the person has to answer the corresponding question:

Red: What is your favorite color?

Orange: What is your favorite song/artist?

Blue: What is your favorite food?

Green: What is your favorite vacation spot?

Brown: What is your favorite show/movie?

Yellow: Why did you decide to join Phi Sigma Pi?

Continue this process for as many rounds as you would like.

Extreme Rock, Paper, and Scissors

Just like regular rock, paper, scissors with a fun twist. Have the group pair off. Once the winner and loser are established, the “loser” must follow the winner around the rest of the activity cheering them on to the finish line. This continues until you are left with two people fighting for the finish with two groups cheering them on

Alliterative Name Game

Instruct your group to gather in a circle and pick a theme. Each student will introduce themselves by stating their name and a word within the theme that starts with the same letter of their name (i.e. “My name is Luke and I like lemons”). The person next in line repeats the last student’s statement and adds their own. (i.e. My name is Lindsey and I like lettuce and his name is Luke and he likes lemons.”). This continues all throughout the circle until the last person recites everyone’s name and word.

Get To Know You Wheel

Use a wheel such as <https://wheelofnames.com/> and add topics to spin. Spin for each student and whatever topic the wheel lands on is the topic the student needs to discuss or talk about — once they are done, they pass it to another student.

Ha, Ha

Pick one player to start the game, saying “ha” once. The player next to them then says “ha” twice. Following this pattern, the third player says “ha” three times. As the game progresses, eliminate any players who laugh or make noise when it is not their turn. The player who avoids laughing throughout the game wins.

One-Word Story

This one is pretty simple. Each student will help craft a story, one word at a time. Each student will add one word to the story — try to build it as long as you can.

Phone Background

Simply have individuals take out their cell phones. Ask everyone to show the group their background and then explain the meaning or significance of the background. This can also be photo in camera roll or a picture on social media.

Show and Tell

Share something that is special/important to you.

Trivia/Kahoot

Quick games you can put together about random facts or facts about the group.

“Most Unique”

Your goal is to find something about you that no one else has in common. The group says one-by-one something they think is the most unique, and others will speak up if they've also done that. Once someone finds their own most unique fact, it moves on to the next person. At the end of the game, you should have new facts about everyone, and great conversation starters to ask about at another time.

Give a compliment

Share a compliment with someone else on call -- no one can give a compliment that has already been given.

Wins of the Week

Everyone goes around and says one thing they're proud of accomplishing during the week (can be big or small).

Take a picture of

Everyone has a unique workspace and environment. Have Members share a photo of something unique to them but similar to everyone else. Here are a few prompts to get started: your current workplace, something unique on your desk, your socks or footwear of choice, your favorite spot in your home, your pet or favorite plant.

Dice-breakers

Have each Member grab a die. Create a question that goes with each number (1-6). Have Members roll the die and answer the question.

The Close-Up Game

Zoom into a picture and give Members one minute to look at the picture to guess what the picture truly is zoomed out.

Soul Mate

One person acts as the leader and closes their eyes or turns around in their seat. They begin listing facts about themselves. If the fact is true for the audience, they will keep their camera on. When an audience member hears a fact that is not true for themselves, they turn their camera off. When there is only one member left with their camera on other than the leader, they are declared the other's "soul mate" and will be the next leader to list facts. This is a great way to get to know members!

Baby Picture Matching

Before a meeting, ask everyone to send in a picture of themselves from when they were a baby/very little. Put them all in a powerpoint and go around during a meeting trying to figure out who is who. This will most likely lead to members sharing stories from when they were younger and help you all to get to know each other a bit better.

Wow, Pow, Chow, Now

Everyone will go around and share about themselves. Wow is a high from the week, pow is a low, chow is something good that they've eaten recently, and now is how they are currently feeling. This is a really good way for members to be able to open up! It's very similar to "highs and lows," but has an extra little spin on it to make it more fun.

Draw What You See

Have one person in the meeting be the "describer." You can give them 2-3 minutes to describe to the group how to draw a random item in their house (without revealing what the item is until the time is up). For example, they may have a calculator in front of them and start telling the group to "draw a rectangle with the longest sides going up vertically." Then, they would keep going to describe how to draw a calculator. At the end of the time frame, the describer will reveal their object and the group shows off what they've drawn based on the descriptions given to them.

No Smile Game

This one is GREAT for breaking up a meeting or getting people warmed up. What you do is, for 60 seconds, have everyone have their cameras on and Zoom call in gallery mode while they try their best to not smile. If they smile, they turn their cameras off and "lose." After the minute is up, the leader will start telling jokes to get people to smile until the last person remains.