



Antiochian Village

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Opening Icebreaker Session

Wednesday, January 25, 2012



**These cards may be purchased from www.training-wheels.com*

Leadership Wheelies: Want your campers to be better leaders? Ask them specific questions about leadership! Ice breaker exchange: Hand one card to each participant. Ask them to find a partner and share their response to the question on their card. After the two have each shared their response, have them exchange cards and find a new partner. Encourage 3-4 partner exchanges. Journaling: Pick one card each day and spend a minimum of 15 minutes journaling thoughts about their leadership. Keep all of your writings in one location to look back and see how much you grow as a leader each summer. Have your staff answer a different question every day of the summer!

Are you tired of asking the same questions to open your programs? Here is a unique collection of questions that will breathe new life into your openers. Our favorite way to use these cards is to let the participants ask each other the questions as an icebreaker exchange. Hand one card to each participant. Ask them to find a partner and share their response to the question on their card. After the two have each shared their response, have them exchange cards and find a new partner. Encourage 6-7 partner exchanges. Here are a few examples:

1. If you could design any new ride at a famous amusement park, what would it be?
2. What is your favorite restaurant to eat at?
3. Who was your all-time favorite teacher and why?
4. If you could open your own retail store, what type of merchandise would you sell?
5. What is a current television show that you enjoy watching?
6. If you lived on a farm, which chore above all others would you definitely not want to do?
7. If you could possess one unique super power, what would it be?
8. What is your favorite old-time movie and why?

Actions Speak Louder than Words:

Have everyone make an OK sign with their hand. The facilitator demonstrates what to do. As you are giving instructions, ask them to put that OK sign on their chin, meanwhile you place that OK sign on your cheek. 85% of the people in the audience will follow what you do, rather than what you say. This is a wonderful example of how people will follow what you do, rather than what you say. Be a good example to your staff and campers!

Simon Says:

We are about to play a game called Simon Says. For the purpose of this game, I am the leader, and you are the “lead-ees”. Once the game has begun, I will give you instructions and ask you questions. If I precede the instruction with the words “Simon Says”, I want you to follow the instruction to the best of your ability. Any instructions or questions that are not preceded by “Simon Says” should be ignored, and you should do nothing, and say nothing. If you do or say something when you are not supposed to, I want you to give yourself a point (this includes flinching!). For this game, we will be using the honor system, so I want you to keep track of your own points. There is no elimination from the game, so at no time are you out, unless you wish to be. If you choose to remove yourself from the game at any time, you may step out of the playing area. The game will continue until I instruct you that the game is over.

For the purpose of the game, demonstrate the following:

- both hands up
- both hands down
- left hand up
- left hand down
- right hand up
- right hand down
- turn to the right
- turn to the left
- clapping position

Are there any questions before we get started?

The game of Simon Says has now officially begun.

Communication Issues:

- anticipating what is about to be said
- thinking ahead overrides listening
- what is seen overrides what is heard
- what you do has more effect than what you say!

Learning:

- not being eliminated
- gives chance to experiment and learn
- don't look at points as being negative

Spiritual Focus:

- what were the sources of distraction in this game?
- what are the sources of distraction in the world?

Leadership:

- do what I say, not what I do
- how to care for the people you are leading, and get the best out of them

Tips:

- go slow; slow works better
- challenge people but allow them to succeed
- be sympathetic, you are not the adversary



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Human Continuum:

A group is given a series of choices to make between two items (see below).

- Have two sides of a room or open space be two extremes of a continuum. You may use a piece of rope or webbing to mark the center.
- Read two choices and allow every participant to physically place himself or herself anywhere on that continuum. For example, the facilitator can say, "This side of the room is always "taking charge". The other side of the room is always "allowing others to lead". I want each of you to find the place on the continuum where you most fit today.
- This exercise then lends itself to discussion (i.e., "If most of you usually take charge, what impact does that have on completing the task? Are the same people in your group always taking charge, the same people always allowing others to lead? If so, what are the pros and cons of this arrangement?")

You can order a set of cards with two ends of a continuum listed on each card at <http://store.training-wheels.com/procac.html>

Examples used at conference:

- Coke or Pepsi
- McDonalds or Wendys
- Early Riser or Night Owl
- Vespers or Matins
- Texting or Phone Call
- Dog or Cat
- On Time or Usually Late
- Organized or Scattered
- Shy or Outgoing