

Ice Breakers
11th Grade Advisement Activity
Estimated time: Varies with each activity

Georgia's Teachers-As-Advisors Framework:

Goal 9-3.2 Develop positive, highly-developed interpersonal skills

a. Demonstrate effective communications skills

Competencies:

b. Recognize the benefits of interacting with others in a way that is honest, fair, helpful and respectful.

d. Demonstrate ways to respect and work cooperatively and collaboratively with others.

Objectives: Students will begin to feel comfortable as a member of this advisement group; and learn about each other

Materials: will vary with the activity

Activities: Choose two of three of these activities during the first session to help students become acquainted and comfortable working in this small advisement group. You may want to use these periodically when appropriate or needed.

A. HUMAN KNOT – Divide students into two groups. Students should stand very close together. Tell them to reach out their arms so all hands are jumbled and intertwined. Tell them to grab one hand for each of their hands, but not the one of the person's next to them. Now they are a human knot and must use TEAMWORK to untangle themselves into one circle without letting go of their hands.

B. NON-VERBAL BIRTHDAY LINE-UP – Ask everyone to line up according to the month and day of birth without any talking. This should inspire some interesting means of communication towards a common goal.

C. PAPER BAG SKIT – Split your group into teams consisting of three to six members. Give each team a paper bag filled with assorted objects. These can be almost anything, i.e. a wooden spoon, a screw, a bar of soap, a computer disk, etc... The object of the game is to present a skit using all of the props provided. The props may be used as they would in normal life, or they may be imaginatively employed. Give each group a topic to their skit on and establish some parameters for the skits such as time and space. When all the skits have been planned and rehearsed they are performed for the amusement of all.

D. HUMAN MACHINES – Divide the group into two groups. Each group acts out a machine with sound effects OR students can invent a new machine. Possible ideas include telephone, fax, washing machine, dryer, blender, typewriter. When the skits have been planned and rehearsed, they can perform for the others in the class and the class tries to guess the machine portrayed.

E. MAGIC WAND – Divide students into groups of 3-4. Tell students, they have just found a magic wand that allows them to change three school related activities. They can change anything they want. They should write these changes on a piece of newspaper with magic marker or crayon. Another variation is to have students determine what they would change if they become the principal for a month.

Dismiss the advisement OR use this time for individual sessions if needed. This is usually a good time to discuss beginning of the year issues. Students may have schedule problems or need some advice about course selection or a discussion on the up-coming GHSQT.