

## Icebreaker: Beach Ball Info - Session 6

### Summary:

This icebreaker allows participants to share funny or humorous information about themselves with others in the group. It also allows participants to be active.

**Time to complete:** 10-30 minutes

**Size of group:** Between 10 and 20.

### Materials needed:

A beach ball, a 'sharpie' permanent marker.

### Space considerations:

An open area large enough for people to move freely. If the day is nice, the group could move outside for this icebreaker.

### Steps:

1. Blow the beach ball up ahead of time and use the marker (must be permanent ink) to write a question in each section of the ball (see below for suggestions).
2. Organize the group into a large circle. For larger groups (20+ you can use 2 beach balls and divide into 2 groups).
3. The educator starts the game by explaining that the object of this 'game' is to share funny things about yourself. I am going to throw this ball into the circle and you are going to keep it in the air until I say STOP.
4. The person who has the ball when I call STOP, must look at their RIGHT thumb and share the thing that is printed on the ball closest to their right thumb.
5. The educator then throws the ball into the circle and participants proceed to keep it from hitting the ground. After a little time has passed say, "STOP!"
6. Keep going as long as it is fun and energetic.

### Suggestions for the beach ball:

- Your favorite color.
- Who is the person you admire most?
- The place you have been, outside this town, that is your favorite.
- Your most embarrassing moment.
- Your favorite song...sing a few bars!
- Do your best impression of a chicken.
- Name of a pet you have loved.
- Place you go to 'get away from it all.'
- The car you remember most from your growing up.
- The best gift anyone ever gave you.
- Your favorite flavor of ice cream.
- If you could be an imaginary character who would it be?

**Reference:** Forbess-Greene, S. (1983). *The Encyclopedia of Icebreakers*. San Diego: Pfeiffer & Company.