



Icebreakers

Icebreakers have the power to stimulate brainstorming sessions, strengthen coworker bonds, and create an atmosphere of inclusivity. We've compiled a list of icebreakers for the workplace to boost the sense of community at your company user group events and help attendees get to know each other!

Connect four



OBJECTIVE

Help members connect by answering questions that are random and lighthearted



GROUP SIZE

Suitable for groups of all sizes



TIME

10-15 minutes

HOW TO:

- Break up into groups of 4 (numbering off individuals, to help mix up new members and existing)
- Provide 4 “get to know you” question cards to each group.
Examples: *What's your favorite restaurant? If you had to be in a row boat with someone famous, who would it be? Do you prefer to travel by plane or car, and why? What was your favorite childhood cartoon?*
- One person reads the card and everyone takes a turn answering
- Repeat with the next 3 questions, until the time is up

Notes

Find your nametag



OBJECTIVE

Foster connections with new and existing group members



GROUP SIZE

Suitable for small and medium-sized groups



TIME

10 minutes

HOW TO:

- As people come in, have them write their name on a name tag and place it into a box or bowl
- Have each person draw a name tag that is not their own
- When everyone is present, allow members to go find the person with their own name tag
- When everyone has their own name tag, each person in the group will introduce the person whose name tag they were initially given and mention something of interest about that person

Lost on a deserted island



OBJECTIVE

Get-to-know-you exercise for attendees



GROUP SIZE

Suitable for groups of all sizes



TIME

10-15 minutes

HOW TO:

- The situation is dire – following a shipwreck, everyone has been stranded on a deserted island! Each person is allowed to bring one object to the island – ideally something that represents them or something that they enjoy. Each person is asked to describe what object they would bring and why.

Notes

Gratitude round robin



OBJECTIVE

Kick off a session from a place of gratitude and positivity



GROUP SIZE

Suitable for groups of all sizes



TIME

10-15 minutes

HOW TO:

- Go around in a circle and each attendee names something that they are grateful for
- For larger groups consider breaking folks out into smaller groups/virtual breakout rooms

Commonalities



OBJECTIVE

Get-to-know-you exercise for attendees



GROUP SIZE

Suitable for groups of all sizes



TIME

10-15 minutes

HOW TO:

- Break attendees into groups of at least 3 people
- List up to 10 interests (outside of work) you have in common with your small group
- Each group takes notes then shares their findings with the rest of the group

Notes

The home map



OBJECTIVE

Highlight the diversity of voices represented on your team and reveal what everyone shares, no matter where in the world they live



GROUP SIZE

Suitable for groups of all sizes and especially great for international teams



TIME

10-15 minutes

HOW TO:

- Print a map of the world or upload it to a shared document or online whiteboard
- At the beginning of your meeting, ask everyone on your team to put a sticker or a pin on the map to show where they're from
- Encourage everyone to share a short story about what they love most about that place. If they traveled around growing up, ask which place they loved the most

Rock, paper, scissors



OBJECTIVE

Energize attendees and emphasize teamwork and collaboration



GROUP SIZE

Suitable for groups of all sizes



TIME

10-15 minutes

HOW TO:

- Have everyone partner up and play one round of rock, paper, scissors
- The winners of each round find another winner to play, while losers of each game cheer them on
- The final two compete to the cheers of everyone!

Notes

Fact or fiction



OBJECTIVE

Add a creative spin on getting to know your fellow user group members



GROUP SIZE

Suitable for groups of all sizes



TIME

10-15 minutes

HOW TO:

- Break out in groups of 3-4 people
- Provide each person a piece of paper and a pen
- Have everyone write 2 statements that are true and one that is false
- Each person takes a turn sharing, and the group has to figure out which 2 are facts and which one is fiction
- Then choose which person from each group to share one of the group's best fact or fiction statements with the main group
- Each person who was chosen from every team will stand and share it with the entire group
- The entire room has to then guess if it's fact or fiction (minus their own group)
- The one with the most interesting or hilarious response at the end of the game, wins a big swag item

Notes
