

ICEBREAKING GAMES



PASSING SUPER POWER



- The team members will sit, forming a circle. Music will play, there will be several items like tape, powder and lipstick but a simple stick as well.
- The items will be passed around to the next person, behind the back. Once the music stops, the people holding the items will have to stand up.
- The people with the lipstick will be the fashion victims and other persons will have to apply the makeup on the fashion victim.
- All the fashion victims for each team will proceed with a catwalk on the stage with music and their team greeting them.
- The funniest and most creative team will win the most points.

20/30 Minutes

Icebreaking & Creativity (In/Out)

Up to 200 Pax

WHOSE STORY IS IT ?



- Write down your silliest/funniest story on a piece of paper.
- Put it in a box and then, pick a random story to read it.
- Everyone has to try and guess which story belongs to who.

10/20 Minutes

Icebreaking (In)

Up to 60 Pax

WHAT IS MY NAME ?



- Separate the group into two teams.
- Put a sheet between the two groups.
- One person per group will be in front of the sheet.
- Drop the sheet
- The first to guess the name of the person in front of him/her wins.

10 Minutes

Icebreaking (In/Out)

Up to 200 Pax

MUSIC BLIND TEST



- You will be split into groups of 5-6 .
- Put on a world music playlist.
- Each team gets a buzzer.
- Try to find the name of the song and its singer. First team to buzz and to give the right answer gets the point.
- The team with the most points wins.

10/20 Minutes

Icebreaking (In)

Up to 100 Pax

PICK A SIDE



- Everyone will be in the central aisle of the bus.
- Ask a "more" question : "Are you more... or more... ?"
- And pick a side in the bus according to your answer.

10/20 Minutes

Icebreaking (In)

Up to 50 Pax

TRUST WALK



- Your team will be blindfolded.
- One person will be the navigator that has to lead the team to the final point in safety without touching.
- Rules can be adapted.

10/20 Minutes

Team Spirit & Icebreaking (In/Out)

Up to 400 Pax

NO SMILING



- Tell everyone in a very serious tone that you will not tolerate any smile
- Then tell a joke
- Let's see who is able to resist.

10/20 Minutes

Icebreaking (In)

Up to 40 Pax

WHO ARE YOU ?



- Everyone writes or draws a short description of themselves.
- Pull all the papers face down in the middle of a table.
- Take one and try to guess who it is.

10/20 Minutes

Icebreaking (In)

Up to 40 Pax

TWO TRUTHS AND A LIE



- Choose two things about yourself that are true and one that is a lie.
- Tell them to the group.
- Let them guess which one is a lie.

10/20 Minutes

Icebreaking (In)

Up to 60 Pax

SPEED "DATING"



- Sit per group of two.
- You will have 2 minutes to discuss with that person.
- The goal is to have 5 discussions in 10 minutes.

10 Minutes

Icebreaking (In)

Up to 60 Pax

THINGS IN COMMON



- You will be divided into groups.
- Participants will have to find out how many things they have in common.
- The group that discovers the most things in common wins.

10/20 Minutes

Icebreaking (In)

Up to 60 Pax

WOULD YOU RATHER ?



- Go to :
<http://either.io/1151/fine-actors>
- Try to answer in group.

WILL YOU PRESS THE BUTTON ?



- Go to : <http://willyoupressthebutton.com/>
- Try to answer in group.

10/20 Minutes

Icebreaking (In)

Up to 40 Pax

THE PROBLEM-SOLUTION



- You will have ten minutes to find the biggest problem there is in the office.
- Dream up of a solution for 10-15 minutes.
- Pitch your idea.

10/30 Minutes

Brainstorming & Icebreaking (In)

Up to 60 Pax

EXQUISITE CORPSE



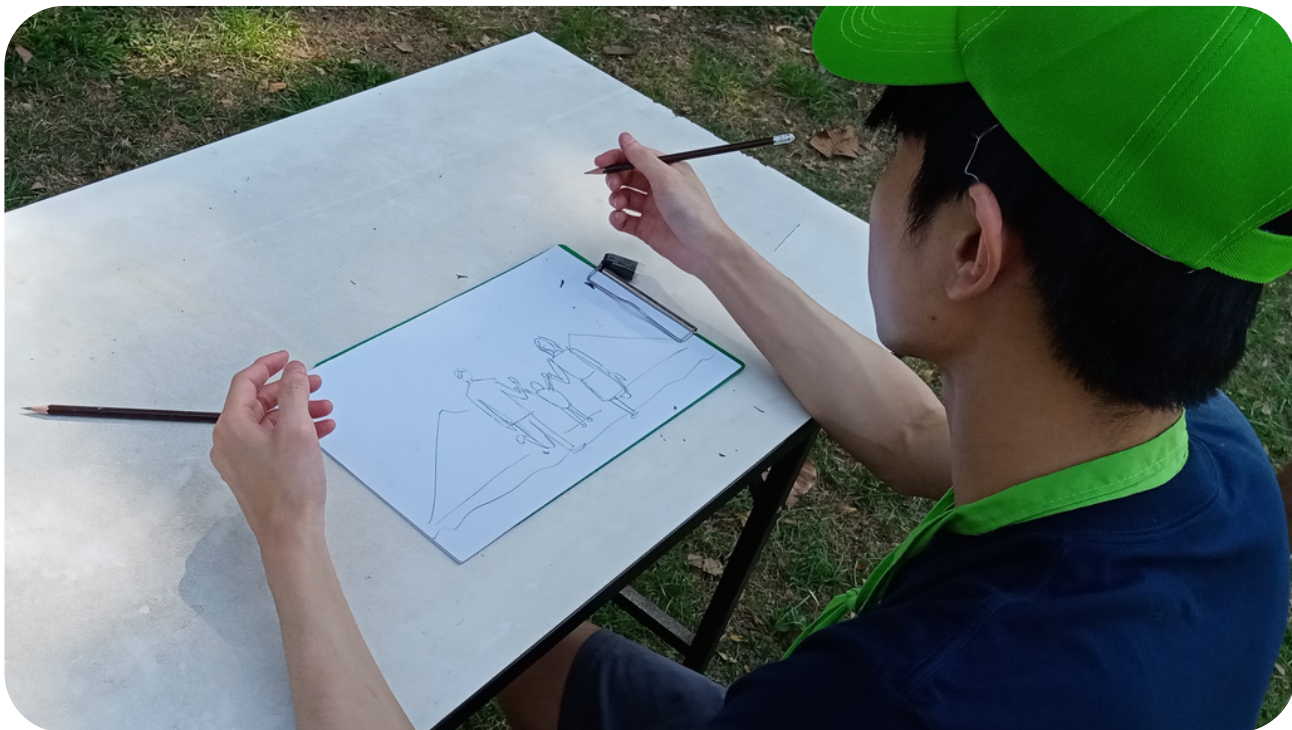
- Divide a piece of paper in three.
- Three people must draw the head, torso and legs without seeing what the person before them drew.
- Assemble the three parts.

10/20 Minutes

Creativity & Icebreaking (In)

Up to 40 Pax

MAKE A PORTRAIT



- Form groups of two.
- Draw a portrait of your teammate.
- Try to draw a cartoony portrait of them.
- Drawings will be given to staff that will show them, players will have to guess who it is (drawers must not disclose who it is).

10/20 Minutes

Icebreaking & Creativity (In)

Up to 60 Pax

WHAT ANNOYS YOU ?



- Write down the personality trait that is most irritating to you.
- Put it on a box.
- When everyone is done, take one and try to guess who has this personality trait.

10/20 Minutes

Icebreaking (In)

Up to 60 Pax

FEAR IN A HAT



- Write one of your personal fear on a sheet of paper.
- Put it in a hat.
- One by one, take a sheet and describe the fear to everyone.
- Try to find who has this fear.

10/20 Minutes

Icebreaking (In)

Up to 40 Pax

FINISH THE SENTENCE



- Form groups.
- The first to speak starts with the company name, the second one with something logical, the rest of the group follows.

10/20 Minutes

Communication & Icebreaking (In)

Up to 40 Pax

THE FRIENDLY DEBATE



- Start out by posing a harmless question that prompts people to choose a side.
- Let all the like-minded people discuss the virtues of their position for a while.
- Let's make the two teams confront their points of view to see which one gets the most arguments.

10/20 Minutes

Communication (In)

Up to 40 Pax

LOST ON A DESERTED ISLAND



- Everyone was stranded on a deserted island.
- Each person is allowed to bring one object on the island.
- Ideally something that represents them or something that they enjoy (can be something unrealistic).
- Explain why you chose that object.

10/20 Minutes

Icebreaking (In)

Up to 40 Pax

YES OR NO



- Make a list of 25 questions.
- Ask questions that only require a yes or a no answer.
- Ask one question per person.
- You need to obtain a « yes » for every question.
- The first person to complete their list wins.

10/20 Minutes

Icebreaking (In)

Up to 40 Pax

WHO AM I ?



- All players get a celebrity name stuck on their forehead.
- And then have 20 « yes » or « no » questions to guess who they are.

10/20 Minutes

Icebreaking & Communication (In)

Up to 40 Pax

JENGA ICEBREAKER



- Start out with a block tower and people take turns removing blocks (and stacking them on top), while trying to keep the tower standing.
- Each block will have a question on it : Answer before putting it on top of the structure.

10/30 Minutes

Icebreaking (In)

Up to 20 Pax

CONTACT OUR TEAM



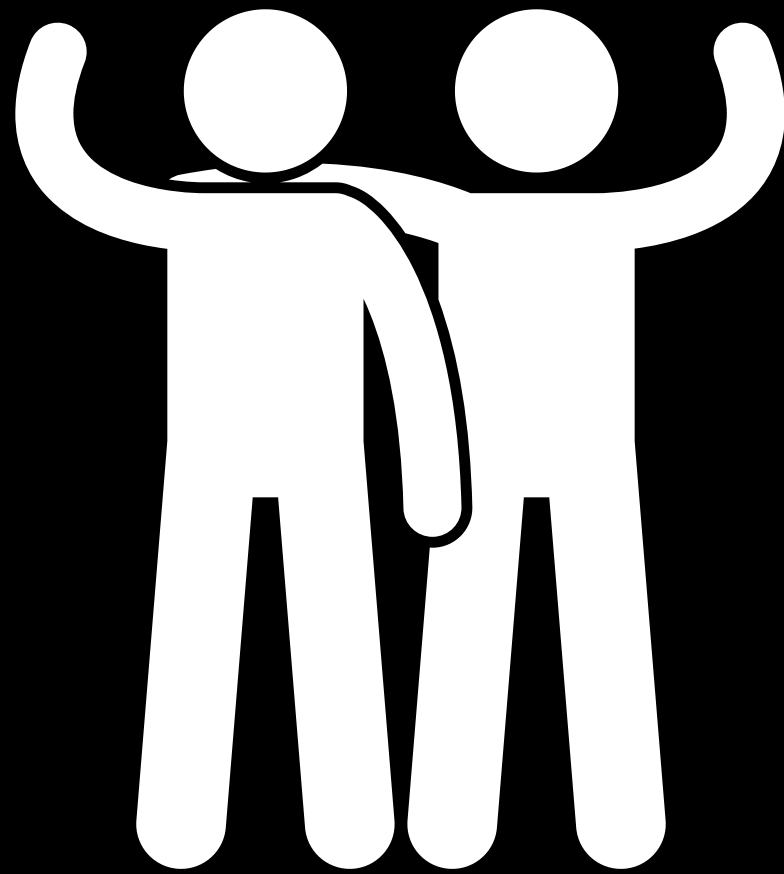
BENJAMIN.CONRAZIER@GMAIL.COM
+66 (0) 91 050 1408



TANNY.BKKFRENCHTOUCH@GMAIL.COM
+66 (0) 87 492 2684

For further information : <https://teambuildingbkk.com/>

STRONGER TOGETHER WITH TEAM BUILDING BKK



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