

PRESENTATION GENIUS



Icebreakers

HIGH & LOW

Break the group into pairs. Ask each person to discuss the high point and the low point of the last week. Tell them these can be about work or about life outside work. Tell them they'll have about four minutes in total for both conversations. (Great for making a deeper connection about stuff that matters.)

YES!

Stand up and go around the room shaking as many hands as possible. Every time you shake hands, look the other person in the eye and say "Yes!" (Great for very quickly creating a positive atmosphere and making sure you've made some contact with everyone.)

FAVOURITE GAME

Ask people to pair up and talk about their favourite game as a child. (Great for creating a warm atmosphere.)

Variations include:

- What book has inspired you the most?
- What's your guilty treat?
- What's one thing you want to do before you die?
- What song makes you want to dance? (Or at least, for the non-dancers, tap your feet?)
- What's the best meal you've ever had?
- What's the best gift you've ever given someone?
- What super power do you wish you had?

NAMETAGS

If you're using nametags, don't waste that real estate. As well as having them write their name on it, have them write the answer to a question that will spark conversation. (You can use some of the questions under "favourite game".)

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THIS OR THAT

Ask the group to stand up and come and stand in an open space in the room with you. Tell them that you're about to say a number of pairs of words. For each pair of words, each person has to pick which one of the words that they most associate with. As you say the pair, point to one side of the room (for the first one) and then the other side of the room (for the second). People need to move to one side or the other, depending on their word. Good pairs are: red hot/ice blue; fast car/slow train; morning person/evening person; starter/finisher; snow/sand; champagne/beer; leather/lace. Do three or four pairs. (Great for getting a new perspective on the people in the room.)

SCAVENGER HUNT

Have people look in their bags, wallets, purses and billfolds. They must find four things:

- the most worthless
- the most priceless
- the most revealing
- the most memorable

Debrief in small groups of two or three.

WEIRDLY IN COMMON

In pairs, people have to find out the most unusual/least obvious thing they have in common. You can offer a prize for the most weird.

GIVE AND TAKE

Ask people to share what's the gift they bring to the session, and what do they want to take from the session. Works well as a large group sharing exercise, so long as the group isn't too large (and then it takes too much time).

Variation: Give people a couple of post-it notes and a sharpie, and have them write the gift they bring on one and what they want on another. Then have everyone place them on a flip chart page (one for the gift, one for what they want).

FIRST JOB

Write down the very first job you ever wanted to do and introduce yourself as such to the people around you: "Hello, I'm [insert name] and I am an Astronaut." (Great for starting a meeting on an intriguing and often inspiring note.)

WORLD'S WORST

Everyone must put forward what they believe to be the world's most cringe-worthy, demeaning and to be avoided at all costs business ice-breaker as an example of what they believe to be the World's Worst Ice-Breaker! A vote is taken by the group as to which is the winner. As a bonus for the brave: as a group do the world's worst ice-breaker. (Great and often hilarious way to get the horror of some ice-breakers out in the open. The day can only get better from here on in! And an example of how we choose our experience in meetings and presentations.)