



# Welcome!

**Period 1**  
**11:15 to 11:25**



If time allows, feel free to play any  
icebreaker!

**FMPs Lead!**

## Favorite knock-knock joke icebreaker

Have everyone say their favorite knock-knock jokes. May research jokes on phone.

## Human Knot

Create a shoulder to shoulder circle and then grab two other hands from two different people across the circle.

Now they have to find a way to untangle themselves without letting go of each others hand.

## Race for the Truth

Have a starting line and have fmp leaders list off facts. For example, “move forward if you have a dog”. If that fact is truth for one of the members they move forward. Whoever crosses the finish line first wins.

## Introduction Circle

Have everybody sit down and introduce themselves. They may state any sports/clubs they're in or an interesting fact about themselves.

## The Number Game

Have the students sit in a circle and attempt to count to 10. There's no set of order or who calls it out one of the numbers. However, multiple people can not say the same number. If they reach up to 10, they may continue going up to 20.

## Name Game

Have the students make a circle and have one of the students say their name. The next person then has to remember the person's name next to them and state their name. Continue.

## Two Truths and a Lie

Everyone tells two truths and a lie, but does not reveal which one is the lie and you have to guess which one is the lie.

## Hello! Hello!

Similar to Bang! Bang!, students form a circle. The person in the middle calls out somebody's name and they have to duck. The people next to the person that duck have to say "hello" to each other and wave. Whoever does it fastest wins. The loser goes in the middle.

## Telephone Game

Form a circle. One person starts off the game by whispering a phrase into the person next to them and then they repeat the phrase to the person next to them to the best of their ability.

Continue.

## Walk the Line

Form two lines facing each other. One person will say statements and if the statement is true for the students then they will take a step forward.

## Rock Paper Scissors Tournament

Everyone starts off by playing rock, paper, scissors with someone else. The loser has to cheer the winner in the next round.

## Silent Ball

Students play silent ball. If they lose, they have to share a fact about themselves.