

ICE-BREAKERS FOR ONLINE SESSIONS

Google “Icebreakers for Youth Groups” for many more ideas.

From Camp St. Thekla

1. **Name Game.** Say name and adjective to describe oneself (or a dance move)
2. **Statements and GIF.** Counselors say different statement and campers react and make their own GIF themselves
 - a. Example statements- Sports are overrated, I miss the beds at camp, I always make my bed in the morning, there is no need to eat breakfast,
3. **Story train.** One person begins a story and passes it along
4. **Simon Says**
5. **Find 5-10 things that everyone has in common**
6. **Head and Shoulders.** Counselors will say an “or” statement like “hot dogs or hamburgers.” If you like the first option you put your hands on your head. If you like the second option put your hands on your shoulders
7. **Scavenger Hunt.** Campers have 1-2 minute to find 3-5 items in their room that are related to a word of your choice
8. **Guess Who.** Campers send a fun fact about themselves to the host in a private message on zoom and counselors read them one by one as everyone tries to figure out who they refer to
9. **Guess that situation/charades.** Campers or counselors act out a situation while others in the group guess
10. **Six-word memoirs.** Describe your life (or a part of your life) in 6 words
11. **Describe a photo or object you have in your room** and tell significance about it
12. **Share an embarrassing moment**
13. **Rock, paper scissor shoot.** Match campers up and have a championship (might take place later in the session after some organizing. One counselor can lead a game as the other counselor plans this game)
14. **Act it out.** The counselor will say a category like animals, food, or emotions and campers will have to choose something in that category and act it out. The next step is to look around and see if

anyone chose the same option as you. If you think they did, then type their name in the chat and after the round is complete you can see if their guess was correct.

7 Virtual Icebreakers to Get Teens Talking

By [Megan Briggs](#), churchleaders.com,
May 21, 2020

1. **Agree or Disagree.** This game is perfect for getting your teens to start thinking about the topic of discussion for the meeting. You may have used this icebreaker or participated in it before in a physical setting. Participants are presented with a statement and asked whether they agree or disagree with it. For a Zoom call or virtual meeting, participants can express their level of approval or disapproval with their fingers. One finger up means strongly disagreeing while five fingers up means strongly agreeing. Have each of your teens hold their response (hand) up to the camera after you read the statement.

The statement is where you can work your **lesson** or the theme of the meeting into the game. Perhaps you're discussing ways prayer can help combat **anxiety** during that meeting. A statement such as “I've never had a bad prayer time” might be a good place to kick the evening off. After students show their responses, go down the list of participants, noting (verbally) each of their responses. Ask each one if they'd like to comment on why they responded the way they did. If a student doesn't want to share, no worries! Simply move on to the next one.

2. **Two Truths and a Lie.** You may be familiar with this game as well, which can be used in a physical gathering. For this game, each participant tells the group three things about him or herself: two of those things are true and one is a lie. After the participant has said his or her three things, have the group vote (using their fingers) on which statement they think is the lie. As the leader, figure out the consensus of the group and announce it. “Ok, I guess most of us think statement two is the lie. Were we right?” Then the participant explains which statement was the lie. This can get interesting if the participant has a really amazing true statement or two thrown in there and leaves the whole group stumped. It's a good idea to have

your statements ready beforehand so you can go first to demonstrate how the game works.

3. **Sketch your neighbor** (This idea taken from [Beth Kanter's](#) blog). This is a great game to get teens to laugh. Have each student grab a piece of paper and writing utensil. If you're using Zoom, there is a grid function that allows you to see each of the meeting's participants in a grid. Using this function, assign each person another person to sketch. For instance, you might look at the grid and have each person sketch the person on their right. Then message each participant individually (don't send to the whole group) and tell them who they should sketch. Give the students two minutes to sketch their person. When time's up, call out participants one by one to hold up his or her sketch. The rest of the group has the task of guessing who the object of the sketch is. This will likely get a good laugh unless, of course, the participant is a talented artist. Make sure to communicate to your students that this is all in fun and that no one is expected to be perfect.
4. **Introduce your pet.** This may seem a little juvenile to have students show the group their family pet, but honestly, who doesn't like to see a dog or cat video? Most teens are keen to show off their pets, too, just as many adults are. If a student doesn't have a pet, have him or her show a picture of a pet they once had and tell the group something about the animal. If they've never had a pet, have them describe the kind of pet they would like to get one day.
5. **Would you rather Zoom edition.** If you've been a youth pastor for a little while, you are likely familiar with the game "Would You Rather." This game can easily lend itself to a virtual meeting setting. Simply number your "Would You Rather" questions and have students pick a number on their respective turns. Ask them the question belonging to the corresponding number they chose. If you want to give the game a biblical theme, check out our [Would You Rather Questions](#) (Bible Edition) article.
6. **Rose, Thorn, and Spaghetti.** This is a great idea for groups who are a little more familiar with one another. Each participant shares three highlights from their day: One is the rose (the best thing that happened that day); the second is the thorn (something the person wishes hadn't happened or something unpleasant that happened); and the

third thing is the spaghetti (something funny or unexpected that happened).

(The following two ideas were taken from [Elite Daily](#).)

7. **Scavenger Hunt.** Every good **youth leader** knows that sometimes teens just need to move their bodies. This is where the scavenger hunt idea comes in. As the leader, name an object everyone on the call has to go find in their house. The first person back to their screen with the object wins. (You might want to warn parents about this activity before you send teenagers tearing through their respective houses.)
8. **I Spy.** Again, this one might sound a little juvenile, but after one round, I bet your students will get into it. Tell your students to choose the grid function on their screens so that they can see everyone in the group at the same time. Choose a student to go first. This student then chooses something to "spy" in another person's video frame. It might be a hat someone is wearing or a clock someone has in their room. The student who chose the object then proceeds to describe the object in traditional "I Spy" fashion. Whoever guesses the object first then gets to lead the next round by choosing a new object.