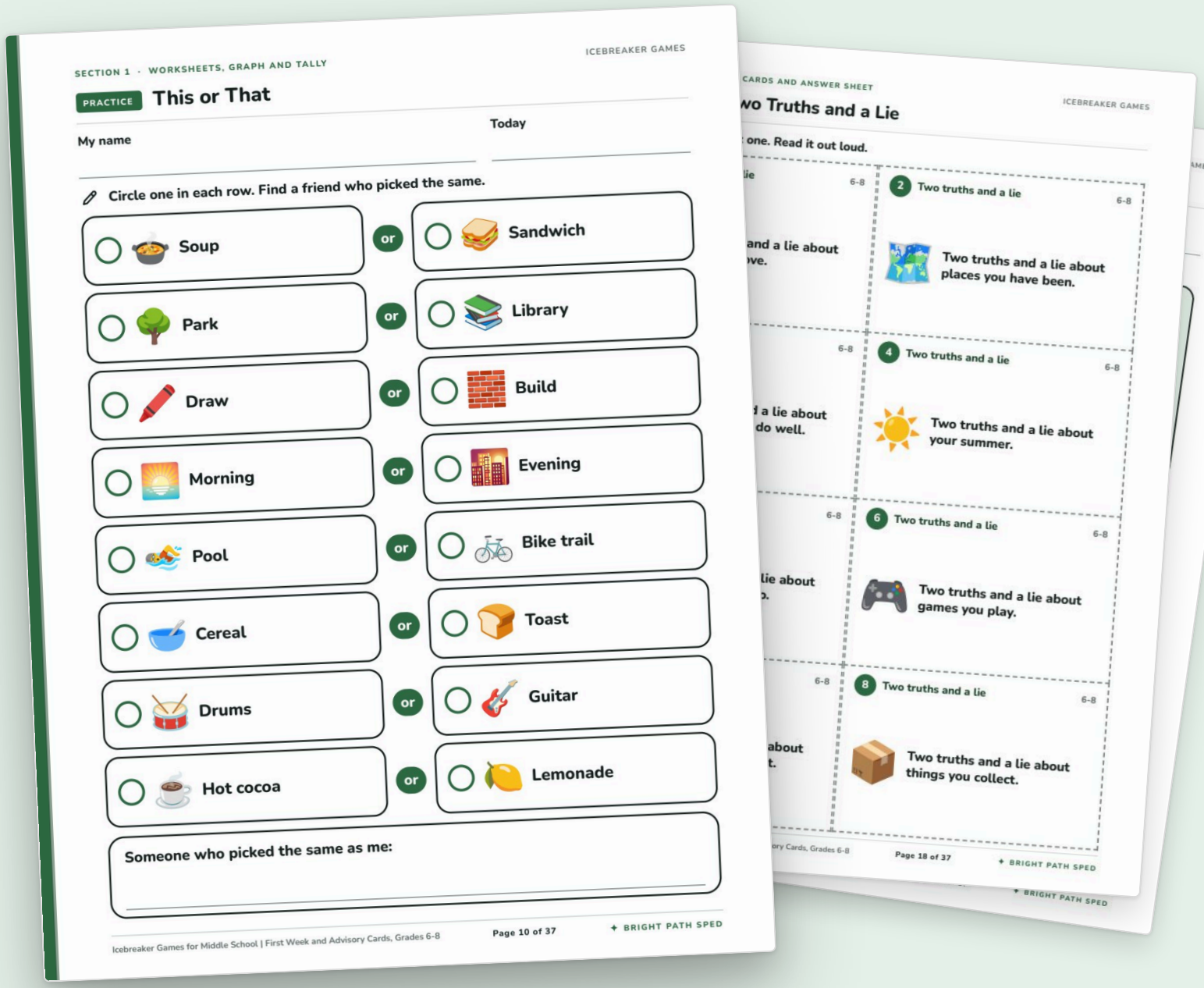
GRADES 6-8 · VISUAL SUPPORTS COLLECTION

EDITABLE

# Icebreaker Games




37 PAGES | 48 ICEBREAKER CARDS | GRADES 6-8 | GRAPH AND TALLY

✦ BRIGHT PATH SPED

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**HOW THE TAGS ON EACH PAGE WORK**

The tag in each page's top corner: **Practice** for the student to fill, **Cards** to cut, **Tracker** and **Log** the data, **Example** the sample, **Notes** to send out, **Reference** to read.

# ☆ START HERE Start Here — Three Steps

1

## Print and cut

Print the worksheets (pages 6–16): a worked example, a word helper, 4 Two Truths and a Lie rounds, 8 This or That rows, 6 partner questions, a team page, a class graph, a class tally and a make-your-own page.

Print the icebreaker cards (pages 18–23) and cut them apart: 2 across, 4 rows, so each cut is one straight line. 48 cards in all, 6 sets of 8.

2

## Read, think, share

Start with Try One Together (page 6). Then read a card out loud, give think time, and let students share with a partner or a group.

Count who joined in on the class graph (page 14) or the tally (page 15). The first-week plan is on page 28.

3

## Log it, roll it up, send it home

One row on the log (page 30) for each card: the set, the card number, students there, joined in.

Total the week on the roll-up (page 31). Send the family page (page 33) home; the hand-off page (page 34) goes to any other adult.

### WHAT THIS FILE IS

A fillable PDF for grades 6-8: 48 icebreaker cards in 6 sets, 8 blank cards, 18 worksheet items with room to write, a worked example, a word helper, a team page, a class graph and tally and the data pages behind them, with type-in fields on the name lines, the writing lines, the log, the roll-up, the family and hand-off pages and the blank cards. It works offline with no account and prints the same on every machine.

### WHAT THIS FILE IS NOT

It is not an editable online slideshow or word-processor document, and it is not a counseling program, a behavior plan or a clinical procedure. It follows no named method and promises no outcome; it gives a class short, friendly games to play, talk about and count.

### WHICH PAGE, WHEN

| YOUR SITUATION | GO TO |
|---|---|
| I want icebreaker cards to cut and read | Pages 18–23 |
| I want a worksheet with room to write | Pages 6–16 |
| I need a first-week routine | Page 28; follow-up questions, page 29 |
| A student wants to write an icebreaker of their own | Page 16; blank cards, page 25 |
| Another adult takes over | Hand-off, page 34 |
| A family conference or a check-in | Roll-up, page 31; filled example, page 32 |

### IF SOMETHING DOES NOT WORK

**A field will not hold my typing.** Open the file in Adobe Acrobat Reader (free) or Preview, not a browser tab. **A card does not fit my class.** Use a blank card; the **Ask a Question** tab on the product page reaches me, and a fix is a free update. **Confidentiality:** a filled-in log with student names is a student record — initials only on anything that leaves your hands.

EXAMPLE

# Try One Together

SAMPLE · INVENTED STUDENT

**My name** _____ **Today** _____

**See how it works. Then you try.**

**1**



I have two pet rabbits.

**2**



I can play the drums.

**3**



I have been to 40 states.

**1**

Read all three.

**Jordan says three things.**

**2**

Guess the lie.

**Jordan's friend guesses number 3.**

**3**

Ask one question.

**"Which drums do you play?"**

**4**

Find out.

**Number 3 was the lie! Jordan has only been to 4 states.**

Jordan is made up. Now you try a card.

PRACTICE

# Two Truths and a Lie 1

**My name** _____ **Today** _____

**Write two truths and one lie. Mix them up.**

## 1 Two truths and a lie

**My topic:** _____

1. _____
2. _____
3. _____

**The lie is number** ◯ 1 ◯ 2 ◯ 3

## 2 Two truths and a lie

**My topic:** _____

1. _____
2. _____
3. _____

**The lie is number** ◯ 1 ◯ 2 ◯ 3

PRACTICE

# This or That

**My name** _____ **Today** _____

Circle one in each row. Find a friend who picked the same.

| | | | | | |
|---|---|---|---|---|---|
| ○ |  Soup | or | ○ |  Sandwich |
| ○ |  Park | or | ○ |  Library |
| ○ |  Draw | or | ○ |  Build |
| ○ |  Morning | or | ○ |  Evening |
| ○ |  Pool | or | ○ |  Bike trail |
| ○ |  Cereal | or | ○ |  Toast |
| ○ |  Drums | or | ○ |  Guitar |
| ○ |  Hot cocoa | or | ○ |  Lemonade |

**Someone who picked the same as me:**

_____

# CARDS Cards: Two Truths and a Lie

**Cut the cards. Pick one. Read it out loud.**

**1** Two truths and a lie 6-8



**Two truths and a lie about foods you love.**

**2** Two truths and a lie 6-8



**Two truths and a lie about places you have been.**

**3** Two truths and a lie 6-8



**Two truths and a lie about things you can do well.**

**4** Two truths and a lie 6-8



**Two truths and a lie about your summer.**

**5** Two truths and a lie 6-8



**Two truths and a lie about music you listen to.**

**6** Two truths and a lie 6-8



**Two truths and a lie about games you play.**

**7** Two truths and a lie 6-8



**Two truths and a lie about animals you have met.**

**8** Two truths and a lie 6-8



**Two truths and a lie about things you collect.**

# CARDS Cards: This or That

**Cut the cards. Pick one. Read it out loud.**

**9** This or that 6-8



**Sweatshirt**

— or —



**T-shirt**

**10** This or that 6-8



**Texting**

— or —



**Calling**

**11** This or that 6-8



**Early bird**

— or —



**Night owl**

**12** This or that 6-8



**Sweet snack**

— or —



**Salty snack**

**13** This or that 6-8



**Books**

— or —



**Movies**

**14** This or that 6-8



**City**

— or —



**Countryside**

**15** This or that 6-8



**Pen**

— or —



**Pencil**

**16** This or that 6-8



**Video games**

— or —



**Board games**

PRACTICE

# Our Class Graph

**My name** _____ **Today** _____

☆ **Color one square for each friend who picked it.**

**Question 1: this or that...**

_____

A ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

B ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

**Question 2: this or that...**

_____

A ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

B ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

**Question 3: this or that...**

_____

A ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

B ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

TRACKER

# Weekly Roll-Up and Graph

CLASS OR ADVISORY

GOAL (YOUR OWN WORDING)

CRITERION (YOUR TEAM SETS IT)

| # | WEEK OF | CARDS USED | STUDENTS COUNTED | JOINED IN | PERCENT | NOTES |
|---|---|---|---|---|---|---|
| 1 | | | | | | |
| 2 | | | | | | |
| 3 | | | | | | |
| 4 | | | | | | |
| 5 | | | | | | |
| 6 | | | | | | |
| 7 | | | | | | |
| 8 | | | | | | |

PERCENT OF STUDENTS WHO JOINED IN · ONE DOT PER WEEK, THEN DRAW THE LINE




**FIGURING THE PERCENT**

From the log (page 30): students counted is the Students there column added over the week; joined in is the Joined in column added over the week. Joined in divided by students counted, times 100, rounded to the nearest whole number.

**BRINGING THIS PAGE TO A MEETING**

The criterion field is where your own number goes, so every dot is read against the same line. This page counts what is plotted; it does not decide what a flat line means.