



WORKSHOP/MEETING MOTIVATORS

Communication and team-building are life-skills that are essential to the successful marketing of a product or an event. The activities listed below help increase students' ability to communicate and work effectively within a group. They may be used effectively as icebreakers and motivators throughout lessons in business classes or in local chapter meetings.

1. **Famous Pairs Game.** For this communications game, tape the name of a famous person or character to the back of each participant. You will need an even number of participants. Each person is to find his/her match without directly talking to each other. They may give a description of who they are (once they figure it out) or say a common phrase. Use the following list as a guide.

- Fred and Wilma Flintstone
- George and Jane Jetson
- George and Martha Washington
- George and Laura Bush
- Mickey and Minnie Mouse
- Jack Dawson and Rose (Titanic)
- Dawson and Joey (Dawson's Creek)
- Chandler and Monica (Friends)

2. **Animal Pairs Game.** This icebreaker is similar to the Famous Pairs Game, except that the pairs will have the same character on their backs. This time, each student is an animal. The students may only make the sound of the animal to find his/her pair. Use the following list as a guide:

- Dog
- Cat
- Elephant
- Lion
- Chicken
- Snake
- Monkey
- Bear

3. **Getting to Know You . . . Multiple Choice Style.** This communications activity helps students to understand that they are not as different as they may think. This is an active learning activity in which the teacher/adviser reads a series of questions and the participants respond by selecting a

multiple-choice answer. Each corner of the room should be a designated letter. Example statements:

- If I had to see a movie, I would rather see: (A) Castaway (B) What Women Want (C) Traffic (D) Ms. Congeniality
- If I could go out to eat, I would eat at: (A) Red Lobster (B) Olive Garden (C) McDonald's (D) Applebee's
- My favorite thing about myself is: (A) My Personality (B) My Looks (C) My Car (D) My Brain
- If I had to give up one thing at home, it would be: (A) Stereo (B) Television (C) Computer/Internet (D) Microwave
- If I could hold one of the four jobs listed, I would be: (A) Pilot (B) Webmaster (C) Lawyer (D) Doctor

4. **Partner TV Commercials.** This is a good one-minute activity. Students should get into groups of two and interview each other. They get only two minutes each. Then, the students have one minute to come up with a quick television commercial advertising their partners. You may wish to give students a guide sheet and/or do an example commercial first.
5. **Sing a Tune.** Each student receives a slip of paper with a song title on it, with about four or five people receiving the same song. They don't show their song to anybody. Instead, they hum their song, walking around the room trying to find other people humming the same song.
6. **I'm Going on a Business Trip.** For this activity, the students form a circle. Someone starts by saying, "I'm going on a business trip. My name is _____ and I'm taking _____." (My name is Lisa and I'm taking luggage). Students must use their names and an item that starts with the same letter. Then, the next person adds on: "I'm going on a business trip. My name is Francis and I am taking a flashlight. This is Lisa and she is taking luggage." The game continues around the circle or as long as needed.
7. **Photo Scavenger Hunt – Poses.** For this activity, each group needs a list of poses and a disposable camera. All group members (except the one taking the picture) must be in the picture. When they arrive back at school, record the time for each group, have the pictures developed that night, and post poster boards with each groups pictures the next day. Ideas for poses/locations:
 - Police Station: You're under arrest! Three group members are cops and the rest of you are up against the building ready to be searched!
 - Basketball Court: It's time to shoot some hoops! Get your group into position as if you are playing a basketball game. Someone should be taking a shot.

- Red Rover (playground): It's time for a playground game of Red Rover. Divide up your group into two red rover lines. When someone is called through, snap a picture.
- Adopt-a-Highway: This place is a mess! Clean up the road. Get your group members to the road to pick up trash and take a picture.

8. **Team Getaway.** Provide each team with a stack of index cards (different sizes in each stack are best). Challenge each team to be as effective a group as possible by constructing a three-dimensional model of a "getaway retreat" solely from index cards. Folding and tearing the cards are permitted, but no other supplies can be used for the construction. Encourage teams to plan their retreat before they begin to construct it. Provide marking pens so that teams can draw on the cards and decorate the getaway as they see fit. Allow at least 15 minutes for construction. Do not rush or pressure the teams. When the constructions are finished, invite the class to take a tour of the getaway retreats. Visit each construction and request that team members show off their work and explain the details of their creation. Applaud each team's accomplishments.