

## ICE-BREAKERS

### The Receiving Line

Each person coming in goes through the receiving line and takes his place at the foot of it. For variation each person has a slip of paper telling him how he must shake hands; like a Frenchman, a person in high society, etc.

### The LABYRINTH

Winding up in a spiral and then coming out of it shaking hands with everyone as this is done.

### Dimes

Ten dimes in the pockets of ten different people. The one who is the twenty-second person to shake hands with a person having a dime gets it.

### The Inquisition

The couples march around to music every man having a partner and making a double circle. A blast of whistle men about face, girls still marching in the same direction. At second whistle every man takes his new partner and talks to her for a minute and a half. At the end of time the director may have a couple come to the center and tell all they know about each other.

### Blind Animal

Each one when he arrives has the name of some animal put on his back. The idea is to get the the greatest number of animals on a slip of paper without having your animal learned. This can be played when everyone knows everyone else. If people are strangers to each other their own name may be placed on their backs. In this game no one may stand with his back against the wall.

### Conversation

A double circle. Topic is announced and each person must talk to his partner on that subject until the whistle blows. To make sure they talk the director at the end of the time may call a couple to the center and get their ideas on the subject. March in reverse directions to get new partners.

### Neighbors

Circle with one in the center. When a person is pointed to he must tell the persons name on each side of him. If he cannot he must go to the center. At order of "fruit basket" everyone must find new partners or neighbors.