

ICEBREAKER: BINGO!



All participants



10 minutes

Preparation:

You'll need to create handout (as in [HO-1](#)) as name bingo sheet, so basically a 4x4 or 5x5 grid of personal statements, and print it in as many copies as there are participants. I.e. "has long hair" or "has more than 5 siblings" or "has travelled overseas" etc.

Implementation:

Distribute handouts to participants, and send them off to mingle, talk to each other and find people that fit in the gaps. When a fitting person is found, his/her name should be put down on a corresponding card. Each player can only use another person once on their sheet. So the game can either finish when someone collects a name for the entire grid.

Alternatively, the game can continue and bingo can be played after everyone has completed their grids. So a leader would start reading out the names of the youth group kids and then they would need to cross off a name when it has been called - if they get 4 in a row - they win!



The activity should be played as an introduction game assisting trainers and participants to get to know each other better and create positive energy for further work together.



[HO-1](#) x number of copies corresponding to number of participants