

Various Icebreakers, Games, and Advisory Activities:

The Activities: Outside and Active			
Name	Description	Materials	
Egg toss/water-balloon toss	People pair up in two lines – closely at first, and then toss the egg to one another. Once it has been successfully passed both ways	Eggs; balloons	
Stepping Stones	The object of this game is to get each of the members of the team across a deadly river using 1ft x 1ft squares. (The team starts with fewer squares than members and the square or stone must be in contact with a person's skin the entire time or the stone is contaminated).	16"x16" squares (a few less than the # of people)	
Blindfold Names and Birthdays	There are many variations to the game. (You can do this with people's names, their favorite song, their astrological sign, height, deepness of voice, etc). You begin by asking everyone to blindfold themselves. Then give them the task of lining themselves up in the order of the topic (birthdays, names, age, etc). If they can do two or more in the time, they should.	Blindfolds	
Knots	Everyone stands in a circle and puts their right hand in the middle of the circle. They clasp hands with someone across the circle. Then everyone puts their left hand into the middle of the circle and clasps the hand of a different person. The group is now in a "Knot". The object is for the group to untangle itself without releasing anyone's hand.	people	
Back to Back	Every group member must find a partner of approximate equal height and weight, if possible. The partners will lock arms with their backs to one another. With arms remaining locked at all times, the partners will sit down on the ground, kick their legs out straight, and try to stand back up. This exercise should be done with pairs, then fours, then the whole group.	people	
Food Race	There will be a bag of food (at each end of a length and each participant will have to be carried to the length of a race (by his or her teammates) and eat or drink one of the items in the bag. The first team to pass the finish line with the eaters not having run and with all of the food eaten wins!	Lots of food in little bags	

The Activities: Inside

Name	Description	Materials
Name Whip	This is a fun way for us to start to get to know each other. The leader starts and says his or her name, what city we are from (work in) and what we do (9 th grade advisor/LTI coordinator, etc) or a role in the family. We will do this really fast, since the game is called NAME WHIP... we want to crack the whip quickly! (To make it extra fun, practice passing the whip... because when you're done saying your stuff, you pass the whip by flicking an imaginary whip and making the sound of a whip! - you can make any sound for this). The second time around say, your name, an interest you have outside of school and a role you play besides educator, example: father, sister, friend, coach, pet owner... (Leader always starts). The third time around, say: your name and a word that you use to describe you, and a word your friends use to describe you... (funny, intense, in wonder). The last time around (4 th time) say your name and if you could have any superpower, what would it be, and your favorite ice cream... get it in your mind... (Joe, the ability to time travel, cookies and cream)	A Place to Meet
Superhero	Choose a superhero you would like to be. I have gadgets representing different superhero for them to choose from. (A little speech and introduction of how they will become Superhero to their students and what that means-Friend, Advocate, Cheerleader, Social Worker, etc. You are taking over for a previous advisor and the students feeling will be mix from rejection to indifference. You will need to establish their trust slowly. Be consistent and available. Music in the background. (5 minutes)	A Place to Meet
Passion in the Pocket	This is an icebreaker activity, where all advisees will work in pairs. Each person will find something in their pocket/purse/bag that in some way represents who they are, and/or what they're passionate about. The partners will share their stories, then share out to the group. Each person will introduce their partner and their partner's object, sharing how it represents them or their passion.	A Place to Meet; personal objects
Honoring Celebration (at the end of a week or significant period of time).	A sheet with each attendee's name is passed out to everyone. Each person writes one specific compliment about that person and folds it over. Sheet is passed to the left and process is repeated until sheet makes it back to the first person. When person gets their own name, they should write their long term, loftiest goal (either personal or professional). I collect and read the compliments, followed by the person's goal.	A Place to Meet

More Name Games

1. Go around the room and each person tells what their passion is with their name.
2. Go around the room and each person gives an alliterative adjective next to their name "Magnificent Mike" and the next person to says their pair "Terrific Therese" then the others who have gone before her.
3. Stand in a circle; pass a ball of yarn around across the circle. Each person says their name and something unique about themselves, then says the name of each person that has come before them and is holding the string. That person then holds onto the string of yarn and passes the ball. At the end, you have an intertwined group of people and as you unravel the web of year, you work backwards repeating the information.
4. Stand of sit in a circle and each person says their name and an embarrassing story about themselves.
5. Go around in a circle and each person says their name and explains why their parents named them that.
6. Each person talks about why they chose to come to this school (or return to this school) and what they hope to get out of the year.
7. Go around a circle and each person say their name and what animal they are most like and why.

Other Get to Know You Activities

from <http://www.residentassistant.com/games/teambuilders.htm>

AFFIRMATIVE FOLD-UPS: Have group comfortably sit in a circle. Give each participant a sheet of paper and ask them to write their name on the top of the paper. Place all of the papers in the center of the circle. Have each participant draw a sheet from the center (not their own) and ask them to write one (or a sentence) positive word about that person at the bottom of the sheet. They then fold the paper up to cover up the word. Have them place the sheet back in the center and repeat on another sheet. Participants will continue to select other's sheets from the circle to write affirming words on, until the name is the only thing showing on the paper. The leader can then distribute the papers to their owners. This is a great game to do at the end of a retreat, the end of a year for an organization, at a staff meeting, etc.

CLIPBOARDS: This activity can be done in two ways. The first is to do the activity at the beginning of a groups' "existence." Participants are given a clipboard and asked to decorate it (using magazine cutouts, stickers, markers, whatever!) in a way that best represents who they are. Facilitator can give each person lamination paper to cover their clipboard and help it to last for a long time. Participants will have their clipboard to use forever and they will always remember the experience whenever they do! Participants are then asked to share their clipboards with the group. The other way to do this activity is to do it after the group knows each other well. Have participants pick a name out of a hat (but, shh....it is a secret!). The participant then decorates a clipboard for the participant they chose, to represent him/her (based on what they know). Group is given some time to do this. Group then comes back together and clipboards are "unveiled."

HUMAN KNOT: The group starts out in one or two tight circles. Everyone in the group reaches across the circle with their right hand to grab another group member's right hand. The group then reaches in with their left hand to grab a different group member's left hand. The object is to untangle the group without letting go of hands until a circle is formed. If the group is having extreme difficulty, you can administer "knot first-aid" and break one set of tangled hands (with group consensus), otherwise group members may not let go at any time. You may have to decide as a group that the know is not solvable, after prolonged attempt. NOTE: Can have group do without talking if they are advanced enough.

KEEP IT UP: The players form two or more teams with 10-12 players on a team. Each team gets into a circle. Each teams is given a volleyball (or similar type ball of any size). The players attempt to keep their ball in the air the longest. When a team wins, they get a point. The team with the most points, wins. Do not allow

players to catch the ball during play. NOTE: To vary, change the way of scoring...say the all must be hit in the order of the participants in the circle.

LAP SIT: The group will start in a circle. Every group member will turn placing their left leg towards the inside of the circle. Everyone will take one giant step into the middle of the circle. With hands on the person's shoulders in front of you, the group will sit on each other. The group will need to work together to communicate. Once this has been completed, the group may wish to try to walk in this formation. This is a dynamic activity - and one that will make the group feel a great sense of accomplishment when successfully completed!

LEVITATION: One person will lie on the ground on his/her back, with eyes closed (if they feel comfortable). The rest of the group will place their hands underneath the person lying down. One person will be designated to be the captain, and therefore should place him/herself at the person's head. Once everyone is ready, the captain will softly count to three. At this time, the group will pick the person up to their waist. The captain will again softly count to three, and the group will bring the person to shoulder height. The captain will softly count to three, and the group will bring the person overhead. Finally, the captain will count to three, and the group will gently rock the person (forward and backward) down to the ground. It is the volunteer's responsibility to stay stiff as a board. It is the rest of the groups' responsibility to take this activity very seriously, not to talk, and to keep the head higher than the feet at all times.

LIFELINES: Each member draws a line on paper to represent the highs, lows, significant events, turning points, etc. of his/her life to date (can also project into future). Members share their lifelines with other members. Members ask questions about each other's lifelines. This exercise also can be done with pipe cleaners and verbal explanations.

Highs: Birth Teenager College First Job

Lows: Childhood HS Grad School Future

MACHINE GAME: The object of this game is to create a machine out of a group of people (i.e. ceiling fan, hot air balloon, watch, etc.). You might want to split your group into two or three smaller groups. Each person is required to be accountable for one noise and one motion of the machine. The group members should then put their motions and sounds together to create the machine. Give each group about 5 minutes to work together and prepare, and then have the groups present to everyone. Ask the other groups to guess what machine the group is.

MASKS: Participants are given a piece of paper (preferably poster board). They are asked to cut out a face shape (that is fairly large - like the size of a regular face). They can cut out eyes and a mouth if they would like. Participants are then asked to decorate the face. One side represents what they feel people see/know/believe about them (on the outside). The other side represents what he/she feels about themselves (things going on the inside, what people do not necessarily know or see, etc.). The participants then share with the group if they feel comfortable.

PENNY FOR YOUR THOUGHTS: All participants are given a bag with pennies (each participant should have one penny for each member in the group - if there are 20 people, players each should have 20 pennies). Participants go around the room to each other and trade "a penny for a thought." Participants trade pennies - and positive thoughts about what they think of one another. What an incredible activity and a wonderful way to end an experience! Activity continues until all participants have shared with every member of the group and have a new bag of "pennies for thoughts."

PEOPLE PASS: Have the group split into two smaller groups, if necessary. Have the groups lie down on their backs, in a straight line, ear to ear, alternating guy-gal-guy-gal, etc. Have the first person in line stand at the end of the line and lay down (on their back) on the hands of the first person. Have the group pass the individual from one end to the other. NOTE: Each group MUST have a spotter and the group should be VERY aware and serious.

PIECE OF THE PUZZLE: Facilitator should cut a puzzle out of poster paper ahead of time. (There should be one piece for each member of the group.) Have participants decorate their piece to represent who they are and what they feel they can contribute to the group. Once participants are done, have them share what they have on their piece. Participants should then assemble the puzzle. Facilitator should initiate a discussion on the power of everyone coming together, how much more of an impact a put together puzzle can have, than separate pieces, and how a final product could not be reached without a contribution from every piece of the puzzle.

POSITIVE BOMBARDMENT: One member is selected to be the recipient of positive feedback from the rest of the group. Once everyone has had a chance to give that member the “gift” of feedback, another person is chosen and the process is repeated. This can be done in writing with members writing a positive comment to each member and putting them all in an envelope with the person’s name on it, or verbally. This also can be adapted so the members first give some constructive criticism and then some positive feedback.

PROGRESSIVE STORY: For this exercise, a group of people must know one another and feel comfortable discussing personal issues. Everyone must be able to hear the other members in the group, but people do not have to see one another. The facilitator begins the story by setting the initial scene and mood. (The mood will alter as a result of the addition of more content to the story.) The story can start with the following examples (or others): “On my way to class the other day...” or “A good friend called last night and...” or “I had the most amazing weekend! I...” In no special order, members of the group then take over the story. They add another element to the plot. The main point is to make sure everyone adds something. The progression of the story indicates where the group members are emotionally and is representative of what is high on their lists of priorities, concerns, and thoughts. This exercise spurs on creativity and can reveal a lot about a staff’s collective state of mind. The facilitator plays a big role in interpreting what is said by each person.

PRUI: The purpose of this game is to integrate group members and build trust and communication. Have each player take a blindfold and spread out on the floor. Ask those who feel comfortable to put their blindfolds on. Explain that you will tap someone on the shoulder; that person will be the “Pruí” and will take off his/her blindfold. (None of the other players will know who the Pruí is. Everyone will mingle around slowly (with bumpers up). Each time a player bumps into someone, they should shake his/her hand and ask, “Pruí?” If the person says “Pruí,” they are NOT the Pruí. If the person does not answer you back, they ARE the Pruí. Once a player finds the Pruí, he/she should join hands with him/her and take off his/her blindfold. That person is now part of the Pruí, so if someone bumps into him/her, they should NOT respond, so that person knows to join the Pruí as well. Everyone will continue mingling around until they find the Pruí chain. When everyone is part of the chain, the game is over. NOTE: This is a high trust activity, and should be done at an appropriate time.

SING DOWN: Teams are created of anywhere from three to ten in a group. The leader will give the groups a word (i.e. love, boy, dance, etc.), and give the teams one minute to think of as many songs as they can with that word in it. Once the minute has passed, one team begins by singing a part of a song with that word in it. All team members must sing it. The other team then responds. **NO SONGS MAY BE REPEATED.** The group who has the most songs, wins. The process then can be repeated with another word.

TAFFY PULL: Begin by asking group members to remove any sharp jewelry or belt buckles. Then, divide group into two teams - the “Taffy Team” and the “Taffy-Pulling Machine Team.” Have all of the members of the Taffy Team sit down and link arms, legs, and hands in one huge, tangled, mass. The job of the Taffy-Pulling Machine is to pull the taffy mass apart into “human-size” bits. Ask the team members to firmly, but GENTLY, tug at a piece that seems the most “stretchable,” until it comes loose. Each piece of taffy gets to decide how much he/she wants to stay a part of the taffy mass. These two rules help ensure no one gets hurt. Each piece of taffy that gets separated from the mass joins the machine, until the last two pieces are pulled apart. Then, if time permits, the two teams can switch roles.

TEAM VS. THE WALL: Divide the group into two teams. Two members of the team hold the rope at about four to five feet above the ground. The object of the game is to get everyone over the rope. No one can go under the rope. Before you start transferring people over the wall, you meet as a team and decide how to get everyone over. HINT: If group is small, just have them attempt as one big group.

THREE PERSON TRUST FALL: This trust activity should not be done without doing a “two person trust fall” first. The responsibilities and commands are the same as the two person trust fall. This time there will be two catchers, one in front of the faller, and one in back of the faller. Both catchers will go through the commands, and the faller may fall either way (forwards or backwards). The faller’s feet are STATIONARY, and the catchers gently push the faller back and forth like a windshield wiper. NOTE: The faller should not be on fast speed!

TINKER TOY COMPETITION: The group leader should bring a box of tinker toys and divide the pieces in two (or however many groups there are). Each group of people is given the tinker toys and the following instructions:

1. You have five minutes to create the tallest structure you can with the pieces you have been given.
2. You then have an additional five minutes to build the longest structure.
3. The “winners” get a prize.

TOUCHSTONES: This activity is best done at the end of a group experience. All participants are asked to choose a touchstone (marble or rock if location permits) from a jar, bag, etc. The facilitator then reads the following and gives all participants a copy to take with them to remember their experience:

We all came here as individuals, bringing our own personal styles and characteristics. We have each given a part of ourselves to the group. This is what being an individual is all about. We have learned about others and also about ourselves. We all are unique pieces of the puzzle, with our own thoughts, ideas, beliefs, and dreams. We are valuable because of this and what we have to offer to others.

No one else is exactly like us. We need to look in at ourselves, see who we are and recognize our potential. We have the ability to accomplish whatever we start out to do. Know that we have no limits and only we can make things happen.

I want you to take all you have experienced here and keep it with you. These Touchstones represent the experience we have shared together. Take one, look at it, and remember who you are. Each stone is different - as each of us is our own person. But, they are similar too - each with hopes, desires, and ambitions. Dig deep inside and always have the courage to be yourself. You are a wonderful individual just as you are.

Keep this Touchstone and know the power and energy you feel here will always be within you. Do not forfeit your potential to fulfill all you set out to do. Listen to the voice inside you, think about all there is for you to accomplish, and challenge yourself to do it. Go on....the power lies within.

(Adapted from Springfield College)

TRUST WALK: This is an incredible trust activity! Every group member is either blind-folded, not blind-folded, but promises not to peek, or wishing not to participate. The leaders of the group will organize the group in a straight line or in pairs, singles, etc. The leader will make sure the group begins by holding one another’s hands in a circle to help make them feel comfortable. The leader will lead the blinded group members around, periodically leaving them by themselves (but always holding on to something like a tree, fence, sign, etc. - and NEVER for any great length of time), or with new people to hold on to. **THE KEY TO THIS ACTIVITY IS NO TALKING.** If there is an object that needs to be stepped over, the leader should raise the hand of the group member, the next person will do the same to warn the next person, and so on. If there is an object that is low, the leader will lower the arm of the blinded group member, indicating they should duck down, and the chain will continue in the same manner as for a raised object. (The leader can pretend as well.) The leader can organize this activity according to their group. HINT: This activity is best done in the dark, but the leader should make sure everyone feels comfortable participating. If someone is nervous, they could become the leader’s partner or just watch. Squeezing the hand of a participant is very encouraging and helpful in making them feel safe.

TWO PERSON TRUST FALL: Every group member needs to find a partner of approximately equal height and weight. One partner will designate themselves as the faller, and one will be the catcher. Both partners will get the chance to act in both roles. The faller’s responsibilities are to stay as straight as possible, not bend at the waist, keep their arms across their chest, and communicate with the catcher. The catcher’s responsibilities are to get in a sturdy stance (usually one leg in front of the other in a lunge position), be aware, keep their hands right below the faller’s shoulder blades, use the arms as shock absorbers, not

underestimate the force being generated by the faller, and constantly communicate with and reassure the faller. The faller will have his/her back to the catcher. The commands are performed, and the faller falls straight back. After three tries, the partners should switch roles. NOTE: Give the group members the opportunity to say “no” to this exercise. This and all other trust activities are very serious activities.

VALUES DISCUSSION: Have participants find two people who are wearing the same color as them. Have them find a spot where they can talk together. Instruct them they will be talking about some issues and you will give them new topics every few minutes. Here are some samples:

Talk about the most important thing you learned this year.

What are the easiest and hardest emotions for you to express and why?

What is something that few people know about you?

What do you value in a friend?

What do you want to be doing in five years?

What is one goal you have for next year?

What is a motto you try to live by?

What is the greatest challenge you are facing?

What do you like most about yourself?

What do you value in a loving relationship?

What do you value most in life?

WEB WE WEAVE: The group stands in one large circle. The facilitator begins the game by asking a question such as, “What is your favorite place to be when you are happy?” The facilitator answers the question and then tosses a yarnball across to another person, while holding onto the end of the yarn. The person answers the question, holds a piece of the yarn, and then tosses it to someone else. Game continues in same fashion, until everyone has shared. By tossing the yarn (or twine) around the group, participants weave a web that connects all of the members of the team in some manner. The facilitator can ask as many questions as appropriate. The facilitator then asks two or three of the team members to “drop” their string. The web begins to sag and appears to be very weak and vulnerable. The facilitator then can discuss how important each participant is to the team and the effect that low levels of involvement and commitment has on the entire team. At the end, the group can kneel down and place the web on the ground. Works well to have a discussion on teamwork. Group members can cut a piece of the string from the web to keep as a reminder of the exercise and the thoughts the group shared. Works well for groups of any size!

WHAT YOU DON'T KNOW: Tape a blank piece of paper (poster board - kind of like a billboard over the person's head) on everyone's back. The members are to write a compliment or positive comment on everyone's back. At the end of the session, explain that a lot of times we tend to give compliments behind someone's back and it is not very often that we actually say these things to people's faces. We sometimes take for granted the positive aspects of others. If you wish, you may also explain that criticisms often are given behind other's backs as well, and that it may be more effective if they go to the person, instead of others. Have the group members pair up with someone they would like to get to know better and remove the paper from each other's backs. They should then explain to that person why they would like to get to know him/her better.

WILLOW IN THE WIND: Should follow after a “two or three person trust fall” has been completed. This activity can be performed in one large group or in smaller groups with a minimum of seven people. Have the group stand in circle with their shoulders touching. One person stands in the middle, with his/her eyes closed, body stiff, and feet planted. The rest of the group should be in a tight circle, in a sturdy stance. The outside circle group members have both of their hands up and ready at chest level. The commands are performed, and the faller may fall any way he/she likes. The rest of the group will gently change the faller's direction by easing their “fall” and sending them in another direction. The middle person will change after a few minutes. NOTE: Address the fact that the more hands on someone, the safer they will feel. The leader also should ask group members to remain quiet during the activity - or even to make the sound of a gentle breeze.

Other web sites to check out: <http://www.deca.org/officers/Icebreakers.pdf>.

Conversation Topics and Free Writes:

Autobiographical Prompts:

- 1) Make a list of the top 5 most important events in your life. Put them in order of 5 to 1 and describe why these were impactful and why you put them in that order.
- 2) Take one of the five events and write that event out as a story. What happened in what order? What things did you hear, see, smell there?
- 3) Describe a scene that is particularly important to you. Think of a place that reminds you of something important, emotional, or has significance.
- 4) What nicknames have you had? How did you get them? Did you like them? Why or why not?
- 5) What is your first memory of your family?
- 6) What is the moment in your life you are most proud of? Why? What does this say about you? What words would you use to describe yourself?
- 7) Write a description of your room, standing from your doorway, with enough detail that a person who has never been there could draw a picture of it. After writing the details out, describe how your room reflects your personality.
- 8) Write about a person who has had a great effect on your life - a family member, guardian, mentor, advisory, or friend. How did this person influence your life?
- 9) Write about some first times -First time you did something you didn't think you were capable of; had a relationship you cared about; stayed away from home; traveled outside the country; went camping; were alone in a big city or the country; did something you regretted; etc.
- 10) Are you religious? Spiritual? What role does this play in your life? What beliefs do you hold about what happens after we die? How does it influence the way you live?
- 11) What challenges and obstacles have you had to overcome in life? Have you had any major illnesses or operations? Were there hardships in family life, economic, social, psychological?
- 12) What would your dream day be and why?
- 13) What is on your "Bucket List"?
- 14) What song has influence you most? What effect did/does it have on you? What do you think this means about you?

From: "The World According to Twitter: Master Questions" by David Pogue. He wrote the book based on twitter responses to these topics:

1. Write a caption for this photo (<http://twitpic.com/2j6ck>)
2. What's the best pickup line you ever heard?
3. Finish a familiar saying in a new way. Ex: "Early to bed, early to rise...and you'll miss all the good TV shows."
4. Let's hear your idea for a NEW reality TV show that we'd all want to see.
5. Explain a facet of modern life in the style of Dr. Seuss.
6. **Recipe contest!!!** You have 140 characters. Go!
7. What's your brilliant idea to improve the modern automobile?
8. Invent a restaurant concept that's likely to fail. Ex: "Guten Taco! (german/mexican)"

9. Make up a likely headline from the year 2012...
10. What's the story behind your tattoo?
11. What spoken expression drives you crazy (when other people say it)?
12. What's the most you ever spent for a meal--and why?
13. Make up a clever title for a SEQUEL to a famous movie. (Ex: "Reforrest Gump")
14. Write a caption for this photo (<http://twitpic.com/504pd>).
15. Make up a concept for a new sitcom... that's probably doomed.
16. Make up a new Internet rumor that's just real-enough sounding to catch on.
17. Identify a paradox of life. (Ex: The harder someone pursues you, the less interested you are)
18. What's your brilliant idea to improve air travel?
19. Add 1 word to a famous name; define. Ex: "Smith Barney the Dinosaur: fuzzy purple wobbly bank."
20. What made your first kiss an amazing story?
21. Make up a new greeting card for a modern situation. (Ex: "So sorry you were unfollowed...")
22. Add 1 letter to a famous person's name; explain. Example: "Puma Thurman, sexy jungle actress."
23. Invent a witty group name for something (ex: "a clutch of heart attacks", "a snark of blogs")
24. Who's experienced the most interesting 15 minutes of fame?
25. Invent a formula for disaster. (Example: 2-yr-old + spaghetti + prom dress - time ...)
26. I, Pogue, was born at 9:09 on March 9, weighed 9 lbs 9 oz. What's your cool numerology story?
27. What's the best toast you ever heard?
28. What's your best hidden talent?
29. What's the best present anyone ever gave you?
30. "Phish." "Troll."... Make up a NEW term for something that happens on the Internet!
31. Who can write the most gripping, entertaining, over-the-top 1st sentence of a new novel?
32. What's your strangest habit?
33. You know you're addicted to Twitter when: _____
34. Summarize a famous MOVIE in 140 characters!
35. What is your greatest regret?
36. Write a caption for this photo. <http://twitpic.com/689ht>
37. Invent a phony Chinese proverb that sounds authentic.
38. What classic videos must one see to have a decent Web-culture IQ? (Star Wars kid, etc.)
39. What was your greatest achievement? (Besides your kids.)
40. Make up a spoonerism about current events or people!
41. Who's got the best marriage-proposal story?
42. Chat-room abbrevs like LOL & BRB are ancient. Invent one that's relevant for today's Net!
43. What's your million-dollar idea?
44. Women: What do you wish men knew about women? Men: What do you wish women knew about men?

45. If you dare--describe your Most. Embarrassing. Moment. Ever.
46. What's your favorite little-known household hint?
47. Take a common acronym (like AIG or IRS) and tell us what it *really* stands for. ;)
48. What's your plan to save the American newspaper?
49. What's the best bumper sticker you've seen lately?
50. What's the weirdest job you ever had?
51. Compose a haiku that tells your life story.
52. Who's got the best Brush with Greatness (celebrity encounter) story?
53. What's the cutest thing you've ever heard a kid say?
54. Who can write the best summary of a famous book--in 140 characters? You may begin. :)
55. What should the 11th Commandment be?
56. What questions should I ask for the book?
57. What's the best cure for hiccups?
58. What's the best advice your parents ever gave you?
59. You can send one tweet back in time to anyone. You can give advice but not reveal events in their possible future. What and who?
60. How do you know when it's time to look for a new job?

Quotations:

Tips: Use your favorite quotes, song lyrics, poems, etc. for people to respond to.

- "Anger is always - always - fear in disguise." Spider Robinson
- "We all live with the objective of being happy; our lives are all different and yet the same." Anne Frank
- "Education is not preparation for life, it is life itself." John Dewey
- "If you don't understand yourself, you don't understand anybody." Nikki Giovanni
- "One cannot learn to swim in a field." Spanish Proverb
- "Don't forget to swing hard, in case you hit the ball." Woodie Held
- "You must be the change you wish to see in the world." Ghandi
- "If you don't stand for something, you will fall for something." African Proverb
- "Reject mediocrity. Your current frequencies of understanding outweigh that which has been given to you to understand." Saul Williams
- "Knowledge speaks, but wisdom listens." Jimi Hendrix.
- "Problems worthy of attack prove their worth by fighting back." Paul Erdos
- "I never wanted to be famous. I only wanted to be great." Ray Charles.
- "I must govern the clock, not be governed by it." Golda Meir
- "The downhill path is easy, but there is no turning back. Christina Rossetti.

Definitions:

Tips: Have students write a definition or draw a picture denoting the meaning of a word or concept. For example:

- evil - wonder - belief - fear - sanity - friendship - love - honesty - integrity - honor