

Ice-breaking activities

1. Students stand in a circle. The mentor starts by telling his/her **name, country of origin** and makes a **typical movement**. The person next to him/her tells the name, country and makes the movement of the mentor and continues by adding his/her own. The third person repeats the two previous people's details and continues with his/her own. The activity continues in the same way until all the people in the circle introduce themselves from the right- to the left-hand side.

2. Two truths and one lie: Once gathered in a circle, the mentor has everyone come up with **two things** that are **true** about themselves and **another thing** that's **false**. Then, he/she starts by presenting what he/she came up with. The person next to him/her tries to guess the right answer, which leads to stories about past life experiences and facilitates engaging and enjoyable conversation. Then, the person who guessed continues by presenting his/her two truths and one lie and the activity continues until everyone in the circle participates. The activity is realised from the right- to the left-hand side.

3. The one-word icebreaker: The goal is to describe an **animal** just using your **acting skills**. The mentor picks the word each time. He/She will then pick one individual from the group, moving around along his right-hand side, and whisper the word in their ear or show it on a piece of paper. That individual will then have to act out/do something that would hint at the word, as others attempt to guess the correct answer. When the animal is found, then the next individual in the circle plays until all the people participate.

Animals: dog, cat, elephant, bird, frog, mouse, pig, duck, lion, monkey, penguin, bull, owl, fish, sheep, horse, peacock, snake