## Icebreaker: Get-to-know-you Bingo

(15 minutes)

1 of 1

## Objective

Through this activity, participants will learn about each other by playing Bingo.

### **Materials Needed**

- one Bingo card for each participant
- pens/pencils

#### Procedure

Distribute a Bingo card and pen or pencil to each participant. Ask each participant to fill in the blank space with an interesting fact about him/herself. *Option:* The center space may be left blank as a free space.

Collect all the cards, mix them up and redistribute them so that no one has the card with his/her fact on it.

Invite participants to move around the space asking other participants sign in the box that matches a fact about them. This fact can be the one the participant wrote or another one on the card. Participants can only sign one fact per card. Unlike regular Bingo, all spaces on the card should be filled.

In boxes marked "share," participants should share more information related to that fact. For instance, for "Has traveled to another country," the participant should say to which other country he or she has traveled.

Whoever completes the card first, wins.



# Icebreaker: Get-to-know-you Bingo

Handout

Bingo	Card
0	

Plays an instrument <i>(share)</i>	Has a dog	Likes soccer	Is wearing something green	Is learning another language <i>(share)</i>
Is the youngest child	Has a driver's license	Has traveled to another country <i>(share)</i>	Has ridden a train	Has a cat
Has red hair	Born in October		Plays a sport <i>(share)</i>	Is the oldest child
Has a six-letter name	Likes winter	Is an only child	Goes by their middle name	Was born in another state <i>(share)</i>
Likes to cook	Has applied to college <i>(share)</i>	Born in February	Knows what profession he or she wants to do <i>(share)</i>	Likes to sing

