

Yarn Game

Icebreaker, getting to know each other

source: Mentor's Lab Edition 2



10-15 minutes



5-50 people

Topic

to get more various information about one another, build connection and trust

Objectives

- To raise the level of energy of participants and warmup for the further activities.
- To create a positive atmosphere in the group and get to know them.



Materials

woolen yarn/rope

Steps

1. The whole group makes a circle, one person holds a yarn and tells his/her name, age and country where he/she is from. Then that person throws another piece of yarn to the next person in a circle, preferably to the opposite direction, not too near, while still holding a piece of yarn.
2. The next person, now holding a yarn too, also tells a name, age, country and passes a yarn to another person and so the game goes on.
3. The game is completed when each person of the group has held a piece of yarn once and introduced himself/herself. It results in a wide 'spider web' where everyone knows each other a little bit better, and feels more connected.

Jammin
Board



Raccomendations

To encourage participants the facilitator can start the game. The type of information participants share can also be changed according to how well the facilitator knows a particular group as more personal questions can be given (dreams, goals, hobbies, family etc.).