

Inspire! Ice Breakers & Openers



Activity: What If I Told You?

Overview

This activity allows people to learn about each other, and fosters imaginative thinking and story-telling. The group forms a circle around a volunteer who is standing in the center. Each person, minus the one in the middle, stands at a floor marker. The person in the middle tells the group something about himself or herself, which may or may not be true. The people forming the circle vote on the truth of the statement with “thumbs up” or “thumbs down.” The person in the middle reveals the truth, and those who incorrectly judged the statement, as well as the person in the center, must locate a new mark to stand at. While having a great time scrambling for a spot and listening to each other’s wild and many times truthful stories, the participants will learn about each other and find common ground among their peers. Sometimes the truth is stranger than fiction!

Props

- One (1) half-sheet of paper, large note-card, or paper-plate per person (minus one) as a floor marker.
- Masking Tape.

Instructions and Key Points

- Ask the group to arrange themselves in a circle and have one volunteer step into the center.
- Pass out the floor markers and a piece of tape to those people forming the circle and ask them to attach the card to the ground in front of them.
- The goal for the person in the center is to acquire a spot on the border of the circle. To do so he or she must share a true or false fact about himself or herself.
- The person in the center starts by saying “what if I told you...” followed by the fact. For example, someone might say “what if I told you that I have been skydiving.”
- The players standing on marks judge the truthfulness of the statement by giving thumbs up (for true) or thumbs down (for false).

- When everyone has voted, the person in the center reveals the truth using his or her thumbs as well.
- Those who guessed correct do not move, but those who guessed incorrect must move to a new floor mark.
- Participants may not move to a spot directly to either side of their current spot.
- While people are moving around, the person from the center must also find an open spot.
- The person caught without a marker is the next “volunteer” to share in the middle.
- You can play as long as your group’s interest holds. Challenge them to be creative with their facts and see how many people they can displace while in the center.

Safety

If you are playing on a slick surface, make certain that the markers are taped securely to the ground. Also encourage participants to not step directly on the markers, to avoid slipping. They should move quickly but be cautious about running into each other. Remind them to be polite about acquiring a new location; this means no pushing or shoving. The first person to a marker gets it.

Variations

Try the classic “I Have Never” version for a switch. The player in the center starts by saying “I have never...” and reveals something they actually have done. For example, a player who has been to a foreign country might say “I have never been to a foreign country.” Everyone, including the person in the middle, who has been to a foreign country must find a new floor marker to stand at. Sometimes it is easier and less intimidating for players to share with “I have never.”