

Icebreaker #2

Once Upon A Time (Group of 5)

- 5 students per group
- Each student (group member) receives a different ANT card
- Each student is asked to think of a person, place or thing
- Select a student in your group to begin the story, "Once upon a time..." Within 10 seconds they must mention their ANT and their person, place or thing.
- Each student takes a turn, continuing the story. Within 10 seconds they must introduce their ANT and include their person place or thing.
- The final student can be the time keeper.
- Discuss conflicts & characteristics group members gave to their ANT. Were any conflicts resolved in a win-win outcome? If not, can any group member or student from a different group think of a positive outcome for the story?