

**Let's get to know each other! Choose one or two icebreakers to engage with your trainer and other trainees.**

### **Would You Rather?**

**How It Works:** Take turns asking, "Would you rather?" questions, like "Would you rather time travel to the past or future?" Keep questions light-hearted and fun.

### **The M&M Game**

**How It Works:** Assign a question to each color of an M&M (e.g., blue = favorite hobby, red = embarrassing story), and each person picks a few and answers based on what they grab.

### **Common Ground**

**How It Works:** The group must come up with 5-10 things everyone has in common, but they can't be obvious (like "we're all human").

### **Blind Pictionary**

**How It Works:** Grab a whiteboard or paper, and have each player draw a word or phrase for others to guess. The kicker is the person drawing is blindfolded, or eyes closed. Use an online Pictionary generator if you need ideas.

### **Tour Guide**

**How It Works:** The trainer takes the class through a quick tour of the office or even the surrounding area. Don't have time to leave the office? Do a tour using Google Maps. The trainer should point out all important landmarks.