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# Ice Breaking Activity

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Dare to Lead

101 Training Activities and How to Run Them  
(B&w)

Stars Without Number (Perfect Bound)

Ice Breakers: Activities to Inspire Creativity #2

No Props No Problem

Surrealist Games

Fair Play

Gamestorming

Ice Breakers: Activities to Inspire Creativity #1

The Art of Teaching Adults

The Big Book of Icebreakers: Quick, Fun Activities  
for Energizing Meetings and Workshops

Ask a Manager

What If?

Beyond the Bake Sale

The 4 Stages of Psychological Safety

Joan Garry's Guide to Nonprofit Leadership

The Big Book of Humorous Training Games

No Props

First Day Jitters

The Wim Hof Method

The Henna Artist

Captivate

Beginnings and Endings

Islands of Healing

The Wisdom of Sally Red Shoes

Pocket Guide to Facilitating Human Connections

The Cop and the Anthem

Count Me in  
Melting the ice: Engaging and educational ice-  
breaker activities for every learning session  
The Important Book  
Everybody Needs a Rock  
Tips & Tools for the Art of Experiential Group  
Facilitation  
Small Group Teaching  
101 Icebreakers  
Ice Breakers  
Two Minute Mornings  
Class Two at the Zoo  
50 Communications Activities, Icebreakers, and  
Exercises  
Moving Beyond Icebreakers  
The Smart Nonprofit

*Downloaded  
from  
Ice  
Breaking [qr.bonide.com](http://qr.bonide.com)  
Activity by guest*

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**HARPER  
LIVINGSTON**

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Dare to Lead

John Wiley &  
Sons

Do you feel  
awkward at  
networking  
events? Do  
you wonder  
what your

date really  
thinks of you?  
Do you wish  
you could  
decode  
people? You  
need to learn  
the science of  
people. As a  
human  
behavior  
hacker,  
Vanessa Van  
Edwards  
created a

research lab  
to study the  
hidden forces  
that drive us.  
And she's  
cracked the  
code. In  
Captive, she  
shares  
shortcuts,  
systems, and  
secrets for  
taking charge  
of your  
interactions at

work, at home, and in any social situation. These aren't the people skills you learned in school. This is the first comprehensive, science backed, real life manual on how to captivate anyone—and a completely new approach to building connections. Just like knowing the formulas to use in a chemistry lab, or the right programming language to build an app, Captivate provides

simple ways to solve people problems. You'll learn, for example...  
 · How to work a room: Every party, networking event, and social situation has a predictable map. Discover the sweet spot for making the most connections.  
 · How to read faces: It's easier than you think to speed-read facial expressions and use them to predict people's emotions.  
 · How to talk to anyone: Every

conversation can be memorable—once you learn how certain words generate the pleasure hormone dopamine in listeners. When you understand the laws of human behavior, your influence, impact, and income will increase significantly. What's more, you will improve your interpersonal intelligence, make a killer first impression, and build rapport quickly and

authentically in any situation—negotiations, interviews, parties, and pitches. You'll never interact the same way again.

101 Training Activities and How to Run Them (B&w)

Carolrhoda Books  
While the students and teachers of Class Two are absorbed in looking at various zoo animals, a sneaky anaconda gobbles them up, until Molly sees what is happening and saves the day.

Stars Without Number (Perfect Bound)  
McGraw Hill Professional  
Everybody needs a rock - - at least that's the way this particular rock hound feels about it in presenting her own highly individualistic rules for finding just the right rock for you.

*Ice Breakers: Activities to Inspire Creativity #2*  
Penguin Black & White Version. If you are a people manager, trainer, coach or just someone who

has to engage people this book is for you. This book of 101 activities, energizers, icebreakers and stories has been designed with over 30 years joint training experience by two corporate trainers who know how hard it can be to keep teams and groups engaged. Whether you are looking to spice up your training courses, energise your team meetings, raise team morale or simply have

some fun with your teams this book will help you achieve that. Each activity has a consistent format and is broken down into categories to make it quick and easy for you to find the one that will suit your needs. Activities range from full-on team building and communication activities down to quick fun energisers you can do on the spot. With each activity carefully chosen and laid out to

ensure you have maximum opportunity of success, we have also ensured you won't break the bank by needing lots of expensive or complicated materials to run these activities. You may not have the time or budget to run full blown training courses but by using this book there is nothing stopping you from creating more engagement, energy and fun with your teams or groups.

*No Props No Problem*  
Lorenz Educational Press  
The Surrealist movement that arose in Europe in the early 1900s used playful procedures and systematic stratagems to create provocative works and challenge the conventions of art, literature, and society. They conducted their experiments through art and polemic, manifesto and demonstration, love and politics. But it

was above all through game-playing that they sought to subvert academic modes of inquiry and undermine the complacent certainties of the bourgeoisie. Surrealist games is a delightful compendium that allows the reader to enjoy firsthand the methodologies of the Surreal, with their amazing swings between the verbal and the visual, the beautiful and the grotesque.

It is also a box of games to play for fun: poetic, imaginative, revelatory, full of possibilities for unlocking the door to the unconscious and releasing the poetry of collective creativity. The boxed set contains: \* A 168-page sewn, illustrated hardcover book packed with outrageous language games, alternative card games, "Dream Lotto," and automatic techniques for

making poems, stories, collages, photomontages, and candle-smoke drawings. The illustrations are by such artists as Max Ernst, Hans Arp, and Tristan Tzara \* A fold-out game board for the "Goose Game," designed by André Breton, Yves Tanguy, and others \* A Little Surrealist Dictionary Surrealist Games John Wiley & Sons From the creator of the wildly popular webcomic

xkcd, hilarious and informative answers to important questions you probably never thought to ask Millions of people visit xkcd.com each week to read Randall Munroe's iconic webcomic. His stick-figure drawings about science, technology, language, and love have an enormous, dedicated following, as do his deeply researched answers to his fans' strangest questions. The queries he receives range

from merely odd to downright diabolical: - What if I took a swim in a spent-nuclear-fuel pool? - Could you build a jetpack using downward-firing machine guns? - What if a Richter 15 earthquake hit New York City? - Are fire tornadoes possible? His responses are masterpieces of clarity and wit, gleefully and accurately explaining everything from the relativistic effects of a baseball pitched at

near the speed of light to the many horrible ways you could die while building a periodic table out of all the actual elements. The book features new and never-before-answered questions, along with the most popular answers from the xkcd website. What If? is an informative feast for xkcd fans and anyone who loves to ponder the hypothetical. *Fair Play*  
Crooked Lane Books  
This incredible

resource is a guide to facilitating powerful activities to create more connected and more engaged teams.

### **Gamestorming** Shambhala

The first five minutes of a classroom experience are critical. The tone set in a session's opening minutes can significantly impact and influence, in both positive and negative ways, the quality and nature of the subsequent learning experience. How students

spend that time can also have a positive impact on their learning in both the short and long term. When the opening minutes of a class are approached as an opportunity to build student connections, collaboration, and community, all learners benefit. As more and more learning experiences occur in synchronous and asynchronous online learning environments,

strategies that both welcome students to online sessions and support student learning are increasingly important. Traditional ice breakers, while typically shared with a goal of building community and student engagement, can sometimes have unintended or even negative consequences on students. This text shares a collection of powerful, opening activities that



are designed to simultaneously engage students, build safe and connected classroom communities, and support student learning. All strategies are easily adapted and personalized to fit individual course and content needs including face-to-face, synchronous online, and asynchronous online learning contexts. Shared activities are aligned with associated

learning-science research and incorporate strategies that have been shown to support student engagement and learning such as retrieval practice, active recall, spaced practice, and interleaving, among other evidence-based instructional strategies. Ice Breakers: Activities to Inspire Creativity #1 Harper Collins Stars Without Number is a science fiction role-playing

game inspired by the Old School Renaissance and the great fantasy and science-fiction games of the seventies and eighties. \* Compatible with most retroclone RPGs \* Helps a GM build a sandbox sci-fi game that lets the players leave the plot rails to explore freely \* World building resources for creating system-neutral planets and star sectors \* 100 adventure seeds and guidelines for

integrating them with the worlds you've made \* Old-school compatible rules for guns, cyberware, starships, and psionics \* Domain rules for experienced characters who want to set up their own colony, psychic academy, mercenary band, or other institution  
*The Art of Teaching Adults*  
 Shawnee Press (TN)  
 Great things don't happen in a vacuum. But creating an

environment for creative thinking and innovation can be a daunting challenge. How can you make it happen at your company? The answer may surprise you: gamestorming . This book includes more than 80 games to help you break down barriers, communicate better, and generate new ideas, insights, and strategies. The authors have identified tools and techniques from some of

the world's most innovative professionals, whose teams collaborate and make great things happen. This book is the result: a unique collection of games that encourage engagement and creativity while bringing more structure and clarity to the workplace. Find out why - - and how -- with Gamestorming . Overcome conflict and increase engagement with team-oriented

games	interactions,	grades and
Improve	and dynamics	test scores,
collaboration	Identify a	enroll in
and	problem's root	higher-level
communicatio	cause, and	programs,
n in cross-	find the paths	graduate from
disciplinary	that point	high school,
teams with	toward a	and go on to
visual-thinking	solution	post-
techniques	<u>The Big Book</u>	secondary
Improve	<u>of</u>	education.
understanding	<u>Icebreakers:</u>	Beyond the
by role-	<u>Quick, Fun</u>	Bake Sale
playing	<u>Activities for</u>	shows how to
customer and	<u>Energizing</u>	form these
user	<u>Meetings and</u>	essential
experiences	<u>Workshops</u>	partnerships
Generate	Ballantine	and how to
better ideas	Books	make them
and more of	Countless	work. Packed
them, faster	studies	with tips from
than ever	demonstrate	principals and
before	that students	teachers,
Shorten	with parents	checklists, and
meetings and	actively	an invaluable
make them	involved in	resource
more	their	section,
productive	education at	Beyond the
Simulate and	home and	Bake Sale
explore	school are	reveals how to
complex	more likely to	build strong
systems,	earn higher	collaborative

relationships and offers practical advice for improving interactions between parents and teachers, from insuring that PTA groups are constructive and inclusive to navigating the complex issues surrounding diversity in the classroom. Written with candor, clarity, and humor, *Beyond the Bake Sale* is essential reading for teachers, parents on the front lines in public schools,

and administrators and policy makers at all levels. Ask a Manager Charlesbridge While some try to get out of prison, Soapy, the only character in O. Henry's short story, tries to get into it. Soapy is a homeless guy who prefers the warm cell to the cold night under the New York sky. He does everything he can think of in order to draw the attention of the police. However without any success. Until

he hears a magical organ anthem. How will this story develop? Will Soapy manage to get into jail or he will find another way to sort out his life? "The Cop and the Anthem" is a comical short story with a touch of irony which emphatically presents the lower class and the obstacles man has to face. William Sidney Porter (1862-1919), known simply as O. Henry, was a prolific American author of

humorous literary pieces. His fame came exceptionally quickly and he became a bestselling author of short story collections, among the most famous being "Cabbages and Kings", "The Voice of the City", and "Strictly Business." As a result of the outstanding literature legacy that O. Henry left behind, there is an American annual award after his name, given to exceptional short stories.

What If?  
Simon and Schuster  
This publication contains ice-breakers, energisers, interactive games and team events - in total more than 140 activities, each accompanied with at least one variation. A veritable treasure chest of programming ideas, perfect for any group of people, especially if there are a lot of them.  
*Beyond the Bake Sale*  
Playmeo Pty Limited

A pragmatic framework for nonprofit digital transformation that embraces the human-centered nature of your organization  
The Smart Nonprofit turns the page on an era of frantic busyness and scarcity mindsets to one in which nonprofit organizations have the time to think and plan — and even dream.  
The Smart Nonprofit offers a roadmap for the once-in-a-generation opportunity to

remake work and accelerate positive social change. It comes from understanding how to use smart tech strategically, ethically and well. Smart tech does rote tasks like filling out expense reports and identifying prospective donors. However, it is also beginning to do very human things like screening applicants for jobs and social services, while paying forward historic biases. Beth

Kanter and Allison Fine elegantly outline the ways smart nonprofits must stay human-centered and root out embedded bias in order to success at the compassionate and creative work that only humans can and should do. *The 4 Stages of Psychological Safety* Createspace Independent Publishing Platform This book is the first practical, hands-on guide that

shows how leaders can build psychological safety in their organizations, creating an environment where employees feel included, fully engaged, and encouraged to contribute their best efforts and ideas. Fear has a profoundly negative impact on engagement, learning efficacy, productivity, and innovation, but until now there has been a lack of practical

information on how to make employees feel safe about speaking up and contributing. Timothy Clark, a social scientist and an organizational consultant, provides a framework to move people through successive stages of psychological safety. The first stage is member safety-the team accepts you and grants you shared identity. Learner safety, the

second stage, indicates that you feel safe to ask questions, experiment, and even make mistakes. Next is the third stage of contributor safety, where you feel comfortable participating as an active and full-fledged member of the team. Finally, the fourth stage of challenger safety allows you to take on the status quo without repercussion, reprisal, or the risk of tarnishing

your personal standing and reputation. This is a blueprint for how any leader can build positive, supportive, and encouraging cultures in any setting.

**Joan Garry's  
Guide to  
Nonprofit  
Leadership**

McGraw Hill  
Professional  
#1 NEW YORK  
TIMES  
BESTSELLER •  
Brené Brown  
has taught us  
what it means  
to dare  
greatly, rise  
strong, and  
brave the  
wilderness.  
Now, based on  
new research

conducted with leaders, change makers, and culture shifters, she's showing us how to put those ideas into practice so we can step up and lead. Don't miss the five-part HBO Max docuseries *Brené Brown: Atlas of the Heart!* **NAMED ONE OF THE BEST BOOKS OF THE YEAR BY BLOOMBERG** Leadership is not about titles, status, and wielding power. A leader is anyone who takes

responsibility for recognizing the potential in people and ideas, and has the courage to develop that potential. When we dare to lead, we don't pretend to have the right answers; we stay curious and ask the right questions. We don't see power as finite and hoard it; we know that power becomes infinite when we share it with others. We don't avoid difficult conversations and situations; we lean into

vulnerability when it's necessary to do good work. But daring leadership in a culture defined by scarcity, fear, and uncertainty requires skill-building around traits that are deeply and uniquely human. The irony is that we're choosing not to invest in developing the hearts and minds of leaders at the exact same time as we're scrambling to figure out what we have to offer that



machines and AI can't do better and faster. What can we do better? Empathy, connection, and courage, to start. Four-time #1 New York Times bestselling author Brené Brown has spent the past two decades studying the emotions and experiences that give meaning to our lives, and the past seven years working with transformative leaders and teams spanning the globe. She found that

leaders in organizations ranging from small entrepreneurial startups and family-owned businesses to nonprofits, civic organizations, and Fortune 50 companies all ask the same question: How do you cultivate braver, more daring leaders, and how do you embed the value of courage in your culture? In this new book, Brown uses research, stories, and examples to

answer these questions in the no-BS style that millions of readers have come to expect and love. Brown writes, "One of the most important findings of my career is that daring leadership is a collection of four skill sets that are 100 percent teachable, observable, and measurable. It's learning and unlearning that requires brave work, tough conversations, and showing

up with your whole heart. Easy? No. Because choosing courage over comfort is not always our default. Worth it? Always. We want to be brave with our lives and our work. It's why we're here." Whether you've read *Daring Greatly* and *Rising Strong* or you're new to Brené Brown's work, this book is for anyone who wants to step up and into brave leadership.

**The Big Book of Humorous Training**

**Games**  
Berrett-Koehler Publishers  
To produce changes that last beyond the classroom, training games must engage restless audiences, keep them interested and make learning fun! *The Big Book of Humorous Training* uses witty, engaging games to create memorable lessons in numerous basic training topics, including customer

service, teambuilding, creative problem solving, time management, and more. Step-by-step instructions work with dozens of reproducible handouts and worksheets help trainers and speakers minimize preparation time and maximize training success. No Props "O'Reilly Media, Inc." Bring out the artistic side of your students with this second set of 10 activities. Creative

outlets are used to help your students bond with each other through the power of their own imaginations! They are great for back to school or to incorporate into your daily lessons.

*First Day Jitters*

Lindhardt og Ringhof  
Ruth Hogan,  
the international bestselling author behind the *The Keeper of Lost Things* returns with an irresistible novel of unexpected friendships,

second chances—and dark secrets... They say friends make life worth living... Once a spirited, independent woman with a rebellious streak, Masha's life was forever changed by a tragic event twelve years ago. Unable to let go of her grief, she finds comfort in her faithful canine companion Haizum, and peace in the quiet lanes of her town's swimming pool. Almost without her realizing it, her life has

shuddered to a halt. It's only when Masha begins an unlikely friendship with the mysterious Sally Red Shoes, a bag lady with a prodigious voice and a penchant for saying just what she means, that a new world of possibilities opens up: new friendships, new opportunities, and even a chance for new love. For the first time in years, Masha has the chance to start living again. But just

as Masha dares to imagine the future, her past comes roaring back... Like her beloved debut, *The Keeper of Lost Things*, Ruth Hogan's second novel introduces a cast of wonderful characters, both ordinary and charmingly eccentric, who lead us through a moving exploration of the simple human connections that unite us all.

**The Wim Hof Method**

Routledge Nonprofit leadership is messy. Nonprofits leaders are optimistic by nature. They believe with time, energy, smarts, strategy and sheer will, they can change the world. But as staff or board leader, you know nonprofits present unique challenges. Too many cooks, not enough money, an abundance of passion. It's enough to make you feel overwhelmed

and alone. The people you help need you to be successful. But there are so many obstacles: a micromanaging board that doesn't understand its true role; insufficient fundraising and donors who make unreasonable demands; unclear and inconsistent messaging and marketing; a leader who's a star in her sector but a difficult boss... And yet, many nonprofits do thrive. Joan Garry's *Guide*

to Nonprofit Leadership will show you how to do just that. Funny, honest, intensely actionable, and based on her decades of experience, this is the book Joan Garry wishes she had when

she led GLAAD out of a financial crisis in 1997. Joan will teach you how to: Build a powerhouse board Create an impressive and sustainable fundraising program Become seen as a

'workplace of choice' Be a compelling public face of your nonprofit This book will renew your passion for your mission and organization, and help you make a bigger difference in the world.