

Mixer Suggestions

Name Games- DO NOT DO SAY YOUR UNDERWEAR COLOR AFTER SAYING YOUR NAME

- **Sdrawkcab (backwards)**
The first person begins by saying their name backwards. Then the next person must say the person that just said their name backwards forwards, along with their name backwards. The next person then states the person's name before them forward and their name backwards. Continue until everyone in the group has introduced themselves backwards.
- **Out of the Shower**
Each person chooses 2 of their favorite songs and sings (in front of everyone of course) a favorite verse or 2 or chorus

Interactive Games

Rock Paper Scissors Shoot

Everyone walks around saying his or her own name, and then immediately starts to play a round of rock-paper-scissors shoot with a partner. If you lose, you must stand behind your partner, and chant their name cheering them on as they go to play more people. Whoever wins the next match, the people following each person playing will then follow the winner of that match and so on. Eventually there will be a final match between two people and everyone will be involved in cheering their person on.

Another Form:

Everyone begins as an 'egg', so people have to pretend to be an egg. Find another egg and play 'rock, paper, scissors' with the other egg. Whoever wins gets to 'evolve' into a chicken, so now the chickens have to pretend to be chickens. Whoever loses remains an egg. Then the chickens must find other chickens in order to play rock, paper, scissors. The eggs must play with other eggs. Whoever wins evolves. Whoever loses de-evolves. The loser between two chickens will become an egg again. The winner will become a dinosaur and pretend to be that. Loser eggs remain eggs. Again, like animals play rock, paper, scissors with like animals. Losers de-evolve into what they were previously. Winners between two dinosaurs evolve into the highest form of evolution become either ELVIS or the ENLIGHTENED ONE, in which case they would pretend to be ELVIS or sit down and say OM, depending on how you choose to play the game.

The Story Game

Get everyone in a circle. The first person says a word to start the story, with each person saying a word after that in a clockwise manner to make a story. In the end, the story will make no sense and be hilarious!

Dominoes

Have whoever that wants to start say, ex: "On my left arm I have a brother and on my right arm I've been to Israel." Who ever has (done) any of those things will then go and connect arms. The next person will say on my left/right arm I have (the thing they connected to) and on my other

(left/right) arm I have (a new thing).

When do you like it/where do you like it/how do you like it:

Send one person out of the room/area (with another person who will accompany the first person). Then, as a group, come up with an object, about which the person who was sent outside will ask when do you like it, where do you like it, and how do you like it. S/he will come back and then has to try to guess the object by asking those questions. This game is most fun when you choose an object that can seem sexual but isn't necessarily so.

The Question Game

Order people to form two lines with their chairs parallel to each other. The two starters will be given a random situation, thought up by the mixer leaders. They then have to act out a scene, only by asking questions. If they say anything that's not a question, they're out and the next person on their team gets to go. Change the scene every time it gets redundant.

Shoe guesses

Everyone takes off one shoe and throws it in the pile. One by one people pick up the shoe, has to guess something about the person whose shoe it is, and then figure out who the person is. If they get it wrong, the shoe goes back in the pile. You keep going around until all the shoes are distributed. (Try not to let people cheat and pick up their friends shoes).

Moo

Choose three people to stand outside. Form a circle. To the group: One at a time, people are going to come in from the outside. When the person comes in, you Moo as loud as you can. DO NOT MOO WHEN THE THIRD PERSON COMES IN! When the first person enters, you will count to three and everyone will Moo. The person will choose who moo-ed the loudest and whoever they picked will be the correct answer. You then tell that person to Moo when the next person comes in, but not to Moo when the third enters. Next the second person comes in and repeats. You tell them everyone is going to Moo when the third person enters. At this time, the third person will enter and you will tell them to choose who Moo-ed the loudest. On the count of three no one will Moo except the second person that entered the room. JOKES ON HIM!

Additional Traditional Games

- If you love me baby smile
- Wind blows to the left
- I like people

Adjective Game: Have each participant introduce themselves along with an adjective (ie.. Marvelous Michelle). Have them then repeat everyone up to them.

Animal Noises: Give each member a card with an animal's name written on it as they enter the room. When given the sign, let them go around the room trying to find other members that have the same animal, by making the sound that the animal makes. When they all find each other, give them questions to ask of one another.

Ball Game: Have the participants stand in a circle and throw the ball to someone. As they throw the ball, they need to say the name of that person. They can only throw the ball to each participant once. Once they have established this pattern (practice it once or twice), start a second ball establishing a different pattern.

Balloon Game: Tie a small balloon on each ankle of the members of your group with about 6 inches of string. Put them all in a confined circle and have them try to break each other's balloon by stepping on them. The winner is the one who still has an inflated balloon.

Birthday Game: Have the USYers line up in birthday order without talking!

Cartoon Characters: Have each participant draw themselves as a cartoon character, wiring down different characteristics to describe themselves. Collect the drawings and shuffle them up. Pass them out again and have the participants try to guess whose drawing they got.

Counting Game: Have the group sit in a circle. Depending on the numbers of kids in attendance, tell them to count to that number (ie... 22) Only one person can say a number at a time. The catch is that they cannot talk unless they are saying their number nor can they gesture or make any movements. Each time they mess up, they have to start again at 1. This can lead to a good discussion about team work and cooperation.

Human Bingo: Fill a sheet with facts about the members of your chapter. (there is a board in this binder) To win, they must have all the boxes signed, answering the extra questions, where applicable. They can only sign one box on any one sheet. Staff may sign if they want to. Have fun!

Human Bingo II: Give them the blank board and have them go about and fill the card with the names of people that they meeting in the room. Take all the names and put them in a bucket and pull names one at a time. First person to fill their board wins!

M & M Game: Each participant takes as many M&M's as they want (no more than 5). But they don't know what anything stands for. Have them introduce themselves and then answer questions based on the color M&M's that they chose (red= most embarrassing experience, blue= favorite movie, etc.)

Over.....

Memory Game: Each person in the group partners up with someone they don't know very well. Partners stand face-to-face and get 20 seconds to look at each other and remember as much as they can about the other person's appearance. Then they turn around, now standing back-to-back, and get one minute to change three things about themselves (put watch on other hand, take off a necklace, open a button that was buttoned before, etc.). Then they turn back to face each other and try to identify what the other person changed.

Nuts and Bolts: To prepare for this program, get several sizes nuts and bolts. Give each participant a nut or a bolt. Have them walk around the room and find their “match” and ask that person a question. You can have several nuts and bolts of the same size so that they have to find other partners too.

Partners: Have the USYers sit with a partner (preferably someone they do not know well). Give them a topic to talk about for 30 seconds. Only one person can talk- the other must remain silent no matter what! Then switch for the next round. (start with general topics like- talk about watermelon- then move to hard ones, proudest accomplishment)

Shoe Thing: Have each participant put one shoe in the center of the circle. When given the signal, everyone takes out a shoe and goes to find the owner. When they find the owner, they answer a question.

Speed Dating: Have the participants sit in two circles, an inner and an outer facing each other. They are asked a question and have to answer their “partner”. (Sample questions: What kind of music are you into?, What did you do last summer?, Facebook or My Space and why, Screen name and why did you pick it?,Favorite article of clothing)

Toilet Paper Game: Everyone takes however many sheets of toilet paper they want. However many sheets they take, is how many things they must tell the group about themselves.

Twisty Hand Game: Everyone stands in a circle and put their hands into the circle, grabbing other hands. They must untangle their way out of it be a full circle without letting go of hands.

Two Truths and a Lie: Each person individually tells two true stories about themselves and a lie. The group needs to pick out which story is the lie.

HUMAN BINGO

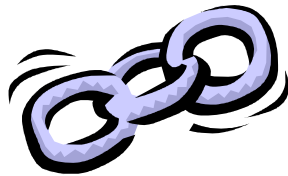
RULES: To win, you must have all the boxes signed, answering the extra questions, where applicable. You may only sign one box on any one sheet. Staff may sign if they want to. Have fun!

Someone who watches House	An American Idol fan	<i>Someone with blue eyes</i>	Someone who has been to Israel	Someone who has a sister
Someone who likes chocolate	Someone who plays a musical instrument	Someone whose first name begins with a vowel	<i>Someone who can read torah</i>	Someone you've never met before
Someone who hates pizza	Someone who is of the opposite sex	free	Someone who has been to Jewish Summer Camp	Someone who is a vegetarian
<i>Someone who has braces</i>	Someone who wears contacts	<i>Someone who is the oldest child in their family</i>	Someone who speaks a foreign language- which one?	Someone who has a pet- what kind?
Someone born in the winter	Someone who has been to Disney World	Someone who is a good athlete what sport?	SOMEONE WHO LIKES THE COLOR BLUE	Someone who likes sushi

HUMAN BINGO

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THE LINKING GAME



- First have everyone stand in a circle.
- Then a volunteer starts the game by describing him/herself. They can talk about themselves for about 30 sec. to a minute starting with their name.

- When someone else hears a fact about that person that they have in common, they say "link" walk over to the person talking and link arms with that person.
- Then that person does the starts talking. It continues until you have a new circle formed of people that are now linked to one another.

Yeehaw

Everyone stands in a circle. You are sending around "energy" with four types of movements. The goal of the game is to get everyone else "out" and to come up with a winner. There are usually two winners. The four types of actions are called "yeehaw," "haybarn," "get along Little Dawgie," and "four shifter gear box." "Yeehaw" is shouted at the person either to your right or left and moves the energy around the circle. You can switch directions with "yeehaw" if desired. It's the basic part of the game and should be said with a Southern twang, if you're really into it. You also move your right or left arm on a upwards swing when saying "Yeehaw!" like you really agree with something or are generally excited. "Haybarn" allows you to skip the player next to you in terms of whose turn it is, although the energy keeps moving in the same direction. The hand motion is that you make a haybarn roof above your head with your two hands coming together at a point. "Get along Little Dawgie" is accomplished by pointing to someone anywhere in the circle and "shooting" at them with your hands like you have two pistols. At this point the "energy" is with the person you pointed at, and then can either repeat that action to another part of the circle, or "yeehaw" it to their right or left. The last action is "four shifter gear box." When you get the energy, if you choose this action, you call it out loud and then EVERYONE in the circle puts their right foot into the circle and then "gear shifts" with their right hand calling out "1-2-3-4". After this action, the "energy" goes back to the last person who was pointed at during a "Get along Little Dawgie." (Sometimes its hard to remember who that was, and if that person isn't paying attention, they're out!) It takes a few minutes to learn how to play this game, and then if you forget the rules as you're playing, you're out! The last 2 men standing win! It's high-energy and can be pretty silly. But it's fun!

Compound Connection

In this game, everyone partners with their counterpart. Each pair must decide on a compound word for their team name (i.e. homework, peanut butter, or dodi li). Each partner will take on one of the words as his own. Then, everyone must shuffle around in the group so that they are standing away from their partner. Then, with all eyes closed, shuffles around a picks a new partner. Then sit down and we will go through what the new compounds are.

When you first meet with your counterpart tell each other a little about yourselves (i.e. where are you from, what your favorite TV show is, etc.)

Discussion:

- 1) How did you and your partner pick your compound word?
- 2) Did it make sense when you had a different partner? Did it make more sense initially?
- 3) What creates a successful partnership?
- 4) How can you work with your counterpart to accomplish bigger and better programs and goals?

\$1000 Bill Exchange

For this game you need to make your own money on your computer (be sure it's clearly phony or it might be a federal offense). Give each person 10 of the bills. They are to try to win as many as possible from their peers by challenging them one on one doing one of three things:

Thumb wrestling

Rock, paper, scissors

Flipping a coin

Rules:

You must accept any challenge

Sudden death, no two out of three

Challenger has to have a coin and is "heads" on the coin toss.

*If you are unable or don't want to make play money, see *Penny Challenge* ([Click Here](#)); it's similar but uses a bunch of pennies.

Jelly Bean Trade

Every man for himself. Everyone is handed 10 jelly beans. They are to try to get 10 of one color by trading with other people one at a time. First person to get all ten of a color they want wins.

Shuffle The Deck Mixer

Hand everyone a playing card as they come in. During the mixer call out different combinations that they have to form a group with. Example: four of a kind, a flush, two pairs, etc.

Option: Once they get in their group, have them answer a pre-planned ice-breaker question. It could be something fun and related or unrelated to the discussion that night.

Barnyard

This is a good game to divide into teams for the day/evening. Have pre-made cards for more than enough kids. Come up with as many animals as you want teams that night (If you want four teams, have four animals). If you predict 35 kids that night make forty cards, four groups of ten. Each group of ten cards will have a particular animal written on it (so you will have 10 chicken cards, 10 cow cards, 10 donkey cards and 10 pig cards). Hand out cards randomly to the kids and tell them to not tell anyone their animal. When you give the signal, have them make the sound of their animal as loud as possible until they find their entire group. First group to totally find each other wins.

This is also a great way to split your group up into teams for more games!

Put a twist on the game by putting in only ONE card that says "donkey" and giving it to a very secure student (but don't tell him/her they're the only donkey).

After all of the animals have found each other, there will still be one poor kid out there Hee-Hawing his head off to no avail!