

Horizon Building Visit – Icebreakers

Choose **one** out of the three ice breakers below (or invent your own and run it by us!). When choosing, consider the Active score and the venue you'll have available – for a smaller room, make sure to opt for a Low Activity ice breaker (page 3).

1. Fact or Fiction?			
Time	10-15 minutes		
Active score	Active, need space to move around	REACH OUT	Adaptations and Tips
Skills utilised by young people	Initiative, Awareness		<ul style="list-style-type: none"> - For an active group, divide the group in 4/6 groups, each with a "volunteer" team captain. - For a Y8/9 group, add elimination rounds halfway through the statements.
Rules and Set Up	<p>The aim of this activity is to introduce the visiting young people to your work environment, and get them comfortable with the volunteers around them.</p> <p>Setup: Make sure to move chairs and tables to the front/back of the room to create some space for the activity.</p> <ol style="list-style-type: none"> 1. Divide each side of the room up, one side being "fact" and the other one "fiction" 2. A volunteer from your company stands in front of the room and reads out facts about your company, some true, some false. 3. The rest of the group must stand up and walk to the "fiction" or "fact" side of the room, according to whether they believe the statement to be true or false. 4. The volunteer continues to read all the statements until completion. 		<p>Tips:</p> <ul style="list-style-type: none"> - After having explained the Icebreaker, <i>ask one of the young people to repeat the rules</i> to make sure they've all understood - If the young people seem hesitant, <i>get volunteers to join in groups</i> as group captains.
Transition to new activity	Once they're sat back down, ask the young people what they think your company does. This is a great segue to your 10 minute introduction.		

2. Meet & Match			
Time	10-15 minutes		
Active score	Moderate, can be done with desks in the room	REACH OUT	Adaptations and Tips
Skills utilised by young people	Problem Solving, Teamwork		<ul style="list-style-type: none"> - For an active group, switch it up and get the young people to move around instead. - For a Y8/9 group, cut the time to 30 seconds each round and do multiple rounds per volunteer.
Rules and Set Up	<p>The aim of this activity is to introduce the visiting young people to your work environment, and get them comfortable with the volunteers around them.</p> <ol style="list-style-type: none"> 1. Setup 4 desks (or more) with a "Meet and Match" card (below) and get the young people to sit around each desk in groups. 2. Each group quizzes the Corporate Volunteer to try to match them with their role or department (decide on one). 3. Corporate Volunteers spend 1 minute at each desk, then rotate to another group for another minute, until all volunteers have been at all desks. One volunteer counts the time at the front of the room. 4. After 4/6 rounds (6 min max), the time up is called and each volunteer reveals which role/department they belong to. 5. Optional: the group with the most correct answers wins! 		Tips: <ul style="list-style-type: none"> - After having explained the Icebreaker, ask one of the young people to repeat the rules to make sure they've all understood
Transition to new activity	Once the activity is done, ask the young people what they think your company does. This is a great segue to your 10 minute introduction.		

Meet & Match Play Card	
Job/ Department 1 Job/Department 2 Job/Department 3 Job/Department 4	Note here names of Employees:
Question Prompts (add according to jobs)	<ul style="list-style-type: none"> - Do you work on a site, from the office or at home? - Do you work with numbers a lot, or is your job more creative? - Do you deal with people or things more? - What are the most important skills in your job? - What did you study/ how did you get to your job? - Have you had any internal promotions?

3. Guess the Job!

Time	10-15 minutes		
Active score	Low, everyone can stay seated. Ideal for small rooms.	<h1>REACH OUT</h1>	
Skills utilised by young people	Initiative, Problem Solving		
Rules and Set Up	<p>This activity wants to introduce the visiting young people to your work environment, and get them comfortable with the volunteers around them. They'll have to guess as many facts about each job/ department as possible.</p> <p>Young people each have cards with different job roles or departments written on them. Corporate volunteers are the ones giving the clues.</p> <ol style="list-style-type: none"> 1. One volunteer goes to the front. They read out 3-4 facts about their job or department. 2. After listening, the young people hold up the card they think matches the clues read out loud. 3. This process repeats with different volunteers, and you can have as many rounds as you like. <p style="text-align: center;">Optional: the person with the most correct answers wins!</p>		<p>Adaptations and Tips</p> <ul style="list-style-type: none"> - For an active group, use time restrictions and make the exercise as snappy as possible. Give them only 10 seconds to think. - For a Y8/9 group, add some extra job roles which will not apply or make the role titles really specific. <p>Tips:</p> <ul style="list-style-type: none"> - After having explained the Icebreaker, <i>ask one of the young people to repeat the rules</i> to make sure they've all understood - In your clues, remember to break down any jargon.
Transition to new activity	Once the activity is done, ask the young people what they think your company does. This is a great segue to your 10 minute introduction.		