



Ice-Breaker Activities for Mentorships

To help pairs get to know one another and have fun while quarantined, we have some recommendations below for games you can virtually play with your mentee. These activities are designed to be light-hearted, easy to play and help the two of you get to know each other.

Two Truths and a Lie:

- Each participant shares three statements about themselves. Make sure one of them is a lie and the other two are true.
- One participant 'interrogates' the other, asking them follow up questions about each statement to try to detect which are the truths and which statement is the lie. The 'interrogator' makes their guess and the answer is revealed.
- Switch roles and carry out step 2 again.

Quick Questions:

- Prepare a list of easy, fun, and light-hearted questions to pose to your mentee and to answer yourself. *We have some example questions below.*
- Display the questions in whatever style you prefer. Type up your questions and do a screen share to show your mentee, write on a whiteboard in your home, text the questions to your mentee, etc.
- Starting with the first question on the list, answer the question yourself, then pose it to your mentee. Move on to the next question, asking your mentee to answer first this time and answering the question yourself afterward. Keep going through the list until you've reached the end.
- Allow yourselves to go off-track a bit here! The point of this exercise is to get to know each other and see what you have in common and how you can learn from each other. Ask follow up questions to your mentee's answers and elaborate on your own. Share anecdotes related to your answers to help your mentee understand your personality and life experiences.
- Example questions
 - If you could describe your personality in an ice cream flavor, which would it be and why?

- If you could be any animal, which would you be?
- If you won a million dollars, what would you do with it?
- What is the weirdest gift you've ever received?
- If money, education and training was no object, what would you do as your profession?
- Who was your hero growing up?
- Who is your favorite person in the world?
- If you were a vegetable, which would you be?
- Would you rather start a colony on another planet or be the leader of a small country on Earth?
- Would you rather be an incredibly fast swimmer or an incredibly fast runner?
- If you could have any super power, which would it be?
- What is the best way to eat pizza?
- What skill or talent do you wish you had?

Categories:

- Each player needs a pen and paper. Each player divides their paper into 6 columns.
- As your mentee to pick a number between 1-26.
- As your mentee to think of 3 categories (such as girls names, fruit, cities, animals, celebrities, TV shows, food, etc.) You will think of the other 3 categories. Share your categories with one another to have 6 total categories.
- At the top of each column on your paper, write the six categories that are chosen.
- Remember the number your mentee selected? Find the letter of the alphabet that correlates with that number, based on its order in the alphabet. (For example, 1=A, 2=B, 26=Z, etc.)
- Set your timer for 2 minutes. All players must fill out their page as quickly as possible by coming up with words that start with the designated letter for each category.
- The scoring phase involves each player reading out the word they came up with for each particular category. Progress through each category, one at a time. If a player comes up with a word that no one else has written down, they get a point. If another player has written down the same word, then no points are given. If no word was written down, then no points are given. The person with the most points wins!