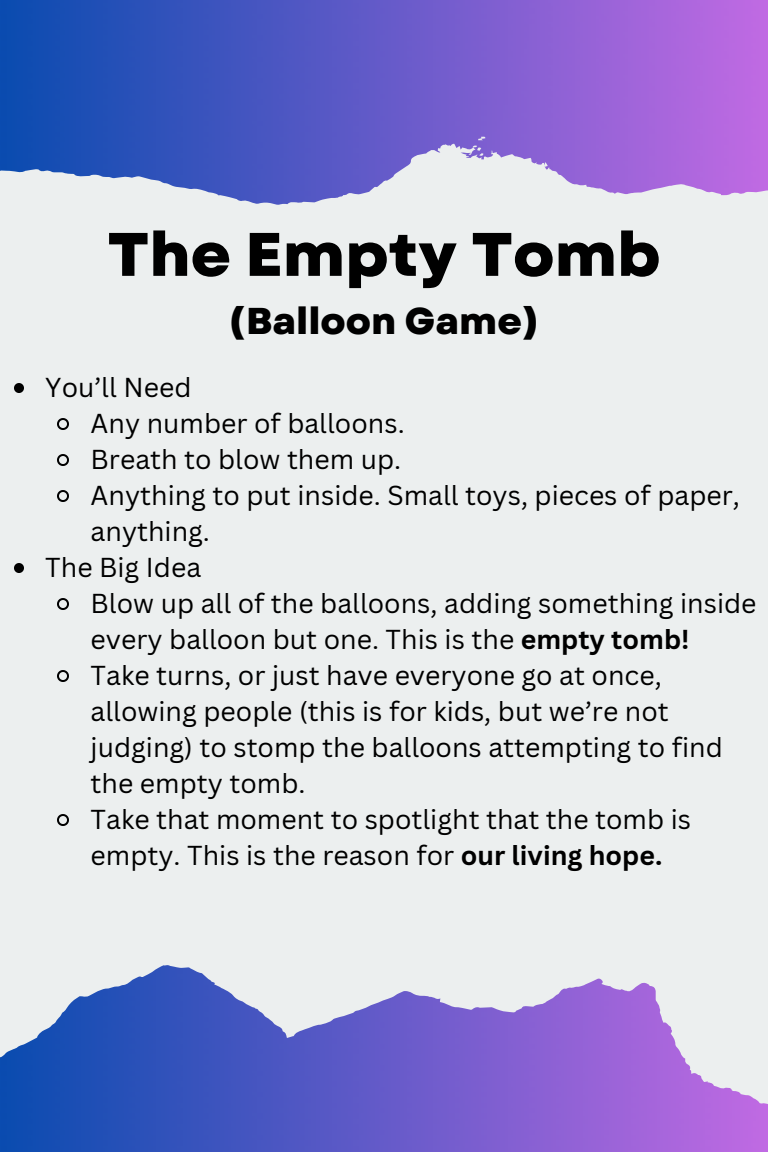




Icebreakers

- You'll Need
 - The poster of questions we've **included**
 - People
- The Big Idea
 - As people arrive, have the poster in an open, common area where everyone can see it.
 - Ask everyone to spend time mingling with the rule that everyone has to ask at least two of the questions.
 - That's it! **Easy peasy.**



The Empty Tomb

(Balloon Game)

- You'll Need
 - Any number of balloons.
 - Breath to blow them up.
 - Anything to put inside. Small toys, pieces of paper, anything.
- The Big Idea
 - Blow up all of the balloons, adding something inside every balloon but one. This is the **empty tomb!**
 - Take turns, or just have everyone go at once, allowing people (this is for kids, but we're not judging) to stomp the balloons attempting to find the empty tomb.
 - Take that moment to spotlight that the tomb is empty. This is the reason for **our living hope.**

Dark and Light

(Red Light, Green Light)

- You'll Need
 - A clear marker for the “start” and “finish” line.
- The Big Idea
 - Start by selecting 1 person to be the “**Caller.**” The rest of the players are the “**Runners.**”
 - The “Runners” will stand at the start line and wait for the “Caller” to start the game.
 - The “Caller” will stand at the finish line and call out either “dark” or “light.”
 - If the “Caller” says dark then the “Runners” can not move. If the “Caller” says light then the “Runners” can move. The game finishes when a “Runner” makes it past the finish line.
 - If a “Runner” is caught moving when the “Caller” says dark, then the “Caller” can send them back to the start line.
- Variations
 - Divide the playing field in sections so that when a “Runner” enters a specific section they must run, walk, or move a certain way.
 - EX. Section 1 is regular walking only. Section 2 is walking backward. Section 3 is running only. With this variation if they are not moving in the designated way for that section they can be made to go back to the beginning of the section or back to the starting line.