Getting to know each other

An icebreaker exercise to familiarise the team

Description
This is a simple ice-breaker exercise to help your innovator group to get to know each other.

Suggested time 20 minutes
Level of difficulty Low
Materials needed 1/ Each participant to bring a picture (or digital picture) of themselves
2/ Mural Board or Flipchart Space

Steps
1. Introduce yourself and break the ice
2. Personalise your digital space
3. Get ready for what's ahead

Check how we used this in WFP-X:
https://app.mural.co/t/wfpx20daressalaam8404/m/wfpx20daressalaam8404/1597433984041/9442cd6b4de80a910560fb60bf80d3817226e
Getting to know each other

Your task in this step
Tell us a bit about yourself, find your name below, and answer some questions.

Fill out the steps below

1. Add your name
2. Three icons to describe you
3. Drag and drop a photo of yourself here
4. What is your personal goal for being involved in WFPx?
5. What is your favourite dish?

Suggested time
20 minutes
Make it personal

Suggested time

10 minutes

Steps

1. **Set your Zoom “virtual background” to something fun, funny, or delightful, than tells us something about you, such as:**
   - Your favorite place in the world
   - Your favorite scent
   - A still from a movie or cartoon you love
   - Your favorite food/dessert
   - A childhood photo of yourself
   - Something that makes you happy

2. **Rename your zoom name to match your background**

3. **Share back to the team for a few seconds about what you chose and why**
Breakout room practice

**Your task in this step**
We will create breakout rooms and randomly assign 2 people in each. You will have 3 minutes to complete the task assigned to the round.

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**Suggested time**
10 minutes

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**Round 1**
Tell each other one of your earliest childhood memories; then together create nicknames for each other, inspired by that information.

**Round 2**
Tell each other about one recent failure (big or small); then together create a life motto, inspired by that information.

**Round 3**
Tell each other about one recent success (big or small); then together create a “touchdown dance”, inspired by that information.
Crew debrief

**Your task in this step**
You made it! To end the session, fill in the feedback grid to check what worked best or needs to change, and if there’s any unanswered questions or new ideas.

**Feedback Grid** Fill out this grid in your feedback session.

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What worked well

Needs to change

Unanswered questions

New ideas to try
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**Suggested time**
5 minutes