



ArtIST

INTEGRATED INTERDISCIPLINARY EDUCATION MODULE ON ART,
ENTREPRENEURSHIP, INNOVATION AND SCIENCE



Erasmus+

Action PI-FORWARD – Support for policy reform — Forward-Looking Cooperation Projects
612898-EPP-1-2019-1-FI-EPPKA3-PI-FORWARD

Artist Tool: Theater-Based Icebreaker Game: Connect and Interact

Artisttb26/ Theater-Based Icebreaker Game: Connect and Interact / KTU

Title	Theater-Based Icebreaker Game: Connect and Interact
Purpose	The icebreaker game is designed to foster a sense of community, enhance communication skills, stepping out of comfort zone, and encourage creative thinking among participants. Through a series of interactive exercises, this game promotes engagement, observation, and the development of assumptions, ultimately breaking the ice and creating a comfortable atmosphere for group interactions.
Description	This theater-based icebreaker game consists of five engaging exercises: Observing the Environment: Participants walk around the space, keenly observing their surroundings, noticing objects they never noticed before. This exercise heightens awareness and encourages mindfulness. Making Eye Connections: Participants make eye contact with each other as they move about the space. This exercise helps establish a sense of connection and presence. Speaking to a Persona: While maintaining eye contact, participants exchange a brief statement with the person they connect with. This exercise encourages spontaneous communication and active listening. Assumptions About Others: Participants make eye contact with a fellow participant and share assumptions about them while moving around the area and meeting different people. This exercise promotes empathy and understanding. Imaginary Object Exchange: Participants find a partner, and one person suggests an imaginary object. The other participant describes the features of this imaginative object. They then switch roles. This exercise sparks creativity and encourages storytelling. This icebreaker game is a playful yet impactful way to start group interactions, fostering connections, enhancing communication skills, and promoting creative thinking—a testament to the transformative potential of theater-based exercises in education and team building.
STEM topics covered	While not directly focused on STEM topics, this game cultivates important interpersonal skills that are valuable in STEM contexts.
Arts topics	This game utilizes theater techniques and improvisation, integrating arts into the activity.
STEAM approach explained	The game highlights the importance of effective communication and interpersonal connections, which are essential components of a holistic STEAM education.
Setting	This game can be conducted in various settings, including classrooms, workshops, or team-building events.
Time frame	The duration of this icebreaker game can be adjusted to suit the needs of the group, typically ranging from 15 to 30 minutes.
Group size	Ideal for both small and large groups, ensuring active participation and interaction.
Schedule and activities	- Introduction to the icebreaker game and its purpose. - Guided participation through each of the five exercises.

	3. Group reflection on the experience and insights gained.
Age group / level of study	Any
Preparation needed / pre-requirements	No specific preparation is required
Instructions for students	Participants are guided through each exercise, encouraged to engage with others, make eye contact, be open to the experience and share experiences.
Instructions for facilitators	Facilitators should introduce the game, explain each exercise, and ensure a positive and respectful atmosphere throughout.
Lessons learned	-
Additional materials	-
Inspiration if any, sources	This icebreaker game draws inspiration from theater-based activities and team-building exercises.
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