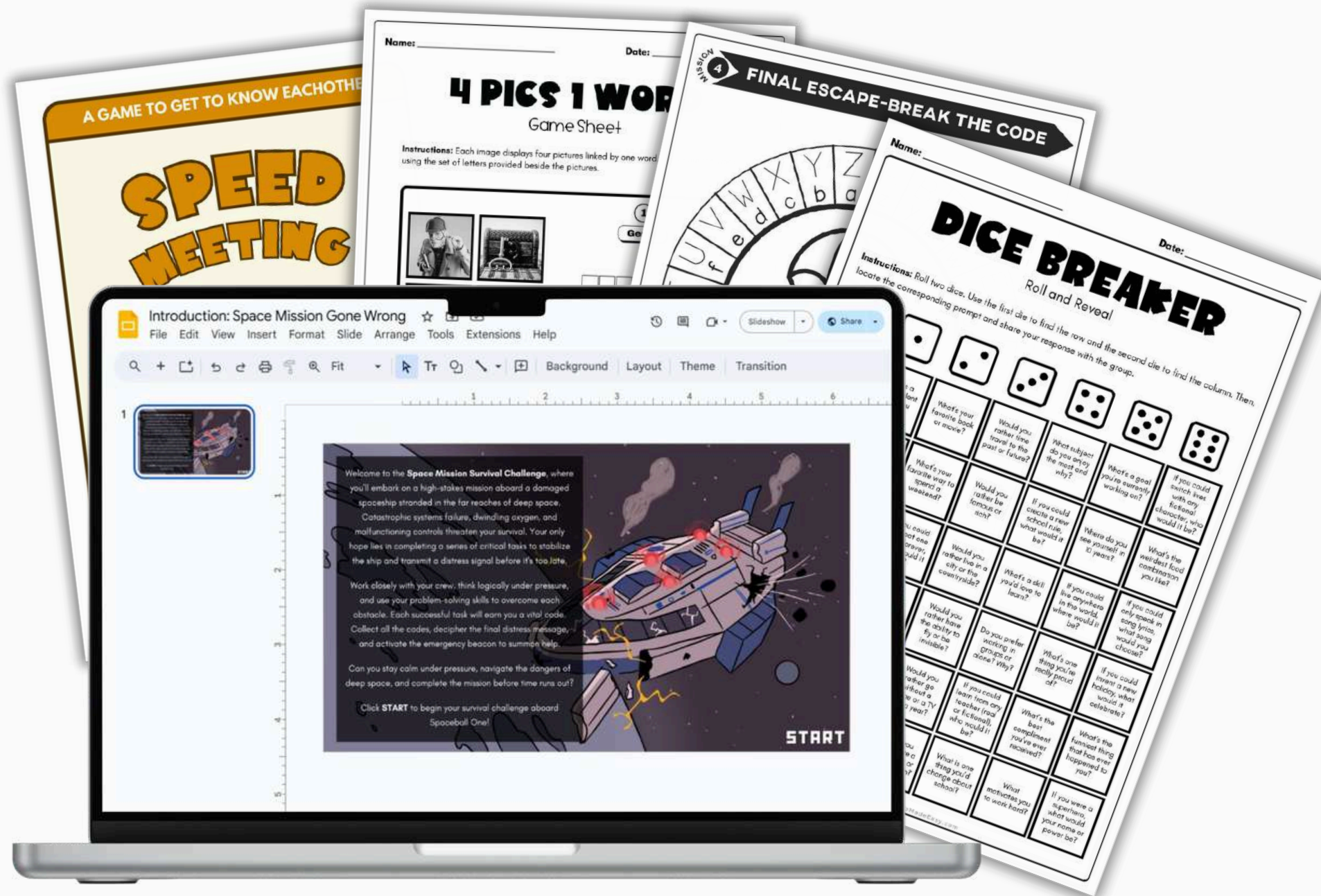


Back to School Icebreaker Bundle for Grades 6-12

This back to school icebreaker bundle has 10+ best-selling, cringe-free games and team-building activities to start your year on the right foot!



- **Spark meaningful conversations** as students get to know each other through fun icebreaker games that build a strong classroom community
- **Encourage teamwork and critical thinking** with engaging activities like escape room challenges, team-based puzzles, and games
- **Easily integrate low-prep, high-impact activities** that get students moving, talking, and connecting during the first weeks of school

Get to know your new students & foster classroom connections!

PURCHASE HERE

See what others are saying...

Here's what teachers like you are loving about this **Icebreaker Game Bundle!**

 **The BEST Resource I Have Purchased on TPT**

These icebreaker activities were excellent and ready to go! I just read the very clear instructions, and my class has been playing the games all week. We are loving them! Very well planned and put together. Thank you for making such a wonderful resource to start my year!

– Julie A.

 **Great Resource**

This was a great resource to get students engaged and to help them feel comfortable with their classmates. They enjoyed the activities, which got them talking and starting to build relationships early on. I will use these activities throughout the school year!

– Margaret S.

Included with this resource:

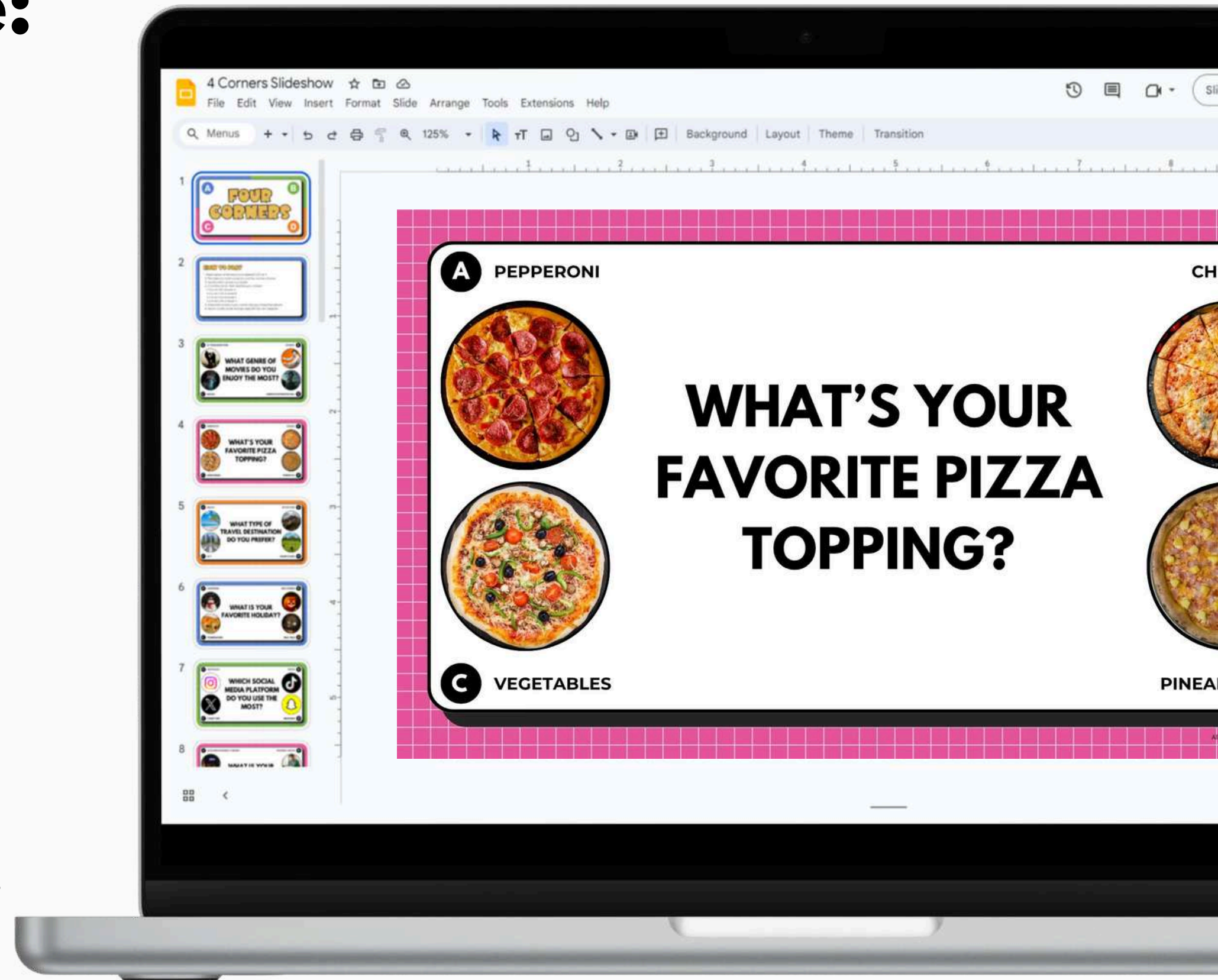
✔ 7 Classroom Icebreakers for Older Students

- Speed Meeting Icebreaker Questions
- Meet the Teacher
- Icebreaker Bingo
- Four Corners Icebreaker Game
- Dicebreaker Get to Know You Questions
- 5-Second Game
- "Matchmaker" Pairing Cards with Headbands

✔ 4 Team-Building Games & Activities

- Survival Scenario Escape Room
- Classroom Feud
- Solving a Mystery Game
- 4 Pics 1 Word Diagnostic Review Game

✔ Teacher Instructions for how to use these resources



Includes Digital Games for Google Drive®

Fun Icebreakers for the First Day of School

These icebreakers are popular with older students and sure to encourage genuine connection



Team-Building Games & Activities

Foster classroom culture with these community building puzzles, escape rooms, and challenges

00:05

Name a popular pizza topping.

1 2 3 4 5

TEAM 2
0

This is a digital game board with a blue background and a dotted border. It features a central question, a timer at the top, and five numbered buttons (1-5) for team selection. A score indicator shows 'TEAM 2' with a score of 0.

CLASSROOM FEUD GAME

Score Sheet

TEAM: _____

STRIKE COUNTERS

FACE-OFF ROUND

NAME SOMETHING PEOPLE OFTEN SKIP.

MEALS 50 ADS/COMMERCIALS 20

10

5

Survey Question #1

Survey Question #2

Survey Question #3

Survey Question #4

Survey Question #5

This is a 'Classroom Feud' score sheet. It includes a team name line, a 'Strike Counters' section, and a 'Face-off Round' section with a question: 'Name something people often skip.' There are score indicators for 'Meals' (50) and 'Ads/Commercials' (20), and a list of five survey questions.

CLASSROOM FEUD GAME

Face-off Round

Instructions: One player from each team will come to the front. The teacher will read the question and the player who buzzes gets to answer. If the answer is incorrect, the player loses a point.

NAME SOMETHING PEOPLE OFTEN SKIP.

MEALS 50 ADS/COMMERCIALS 20

10

5

Name: _____ Date: _____

1. SUPERV

2. SUPERV

3. SUPERV

4. SUPERV

5. SUPERV

6. SUPERV

1. DOCTOR

This is a 'Classroom Feud' face-off round card. It contains the same question as the score sheet and includes a list of six 'buzz' words: SUPERV, SUPERV, SUPERV, SUPERV, SUPERV, SUPERV, and DOCTOR.

CLUE CARD #1

Torn Manuscript

A torn fragment of paper bearing the distinctive handwriting of Professor Archibald Huxley. The fragment reads:

Document 1: Witness Statement - Diego Santos

Transcript of Interview Conducted on April 3rd, 2024

Witness: Diego Santos Occupation: Assistant to Professor Archibald Huxley

Statement: "I arrived at Professor Huxley's study at approximately 9:00 AM on the morning of April 2nd. Everything appeared to be in order when I entered the room. However, when I returned from running errands around 10:30 AM, I noticed that the manuscript was missing from Professor Huxley's desk. I immediately alerted him to the situation, and we began searching the study for any signs of a break-in or theft. I did not find any signs of a break-in or theft."

This is a 'Clue Card' for a mystery. It features a torn paper effect and contains a witness statement from Diego Santos regarding a missing manuscript by Professor Archibald Huxley.

Introduction: Space Mission Gone Wrong

Welcome to the Space Mission Survival Challenge, where you'll embark on a high-stakes mission aboard a damaged spaceship stranded in the far reaches of deep space. Catastrophic systems failure, dwindling oxygen, and malfunctioning controls threaten your survival. Your only hope lies in completing a series of critical tasks to stabilize the ship and transmit a distress signal before it's too late.

Work closely with your crew, think logically under pressure, and use your problem-solving skills to overcome each obstacle. Each successful task will earn you a vital code. Collect all the codes, decipher the final distress message, and activate the emergency beacon to summon help.

Can you stay calm under pressure, navigate the dangers of deep space, and complete the mission before time runs out?

Click START to begin your survival challenge aboard Spaceball One!

START

This is a 'Space Mission Survival Challenge' introduction screen. It features a background image of a spaceship in space and contains a detailed description of the mission and a 'START' button.

4 PICS 1 WORD

FINAL ESCAPE-BREAK THE CODE

UILN WZIPMVHH,
DV IVGFIM GL VZIGS

This is a '4 Pics 1 Word' puzzle card. It features a circular alphabet grid with a hot air balloon in the center. Below the grid is a code: 'UILN WZIPMVHH, DV IVGFIM GL VZIGS'. The card is titled 'FINAL ESCAPE-BREAK THE CODE'.

Veronica Stone

Background: Veronica Stone is a prominent literary critic known for her scathing reviews and uncompromising standards. She has publicly criticized Professor Huxley's work in the past, citing perceived flaws in his writing style and thematic choices.

Potential Motive: Stone's disdain for Professor Huxley's writing may have motivated her to steal the manuscript in an attempt to discredit him further. She may see the theft as an opportunity to undermine his reputation and bolster her own influence in the literary community.

This is a character profile card for Veronica Stone. It includes a portrait of her and a detailed background and potential motive for her actions.

MISSION #2: Ship Repair Matching

Scenario: After securing the essential items, you now need to repair the ship's failing systems. Various components are malfunctioning, and you must match the problems with the correct repair solutions to restore full functionality.

Tasks:

- Match each ship malfunction with its corresponding repair solution.
- Once all repairs are matched, check your answer sheet to confirm.

This is a 'Mission #2: Ship Repair Matching' card. It contains a scenario and two tasks related to matching ship malfunctions with repair solutions.

MISSION #3: Rescue Plan - Missing X

Scenario: The ship is repaired, and the navigation system is back online. However, a critical distress message has been corrupted, with key parts missing. To alert the rescue team, you must decode the missing letters and reconstruct the message correctly before time runs out.

Tasks:

- Identify and replace the missing "X" letters in the provided distress message.
- Collect all the missing letters and unscramble them to decode the final message.
- After unscrambling the letters, find the ones specified on the answer sheet to determine the code word. Write the code word in the designated box.

This is a 'Mission #3: Rescue Plan - Missing X' card. It contains a scenario and three tasks related to decoding a message with missing letters.

Includes Editable Templates and Slideshows

Use these templates to create personalized questions, handouts, and activities that reflect your students' interests and classroom vibe

