

ADVISORY ORIENTATION – Handout 2



Opening Icebreaker

Do You Know Your Neighbor?

Do You Know Your Neighbor will help everyone learn each other's names and at the same time, help everyone loosen up and feel more comfortable. Place chairs in a circle. You will need one less chair than you have people, so if you have 25 people playing, put 24 chairs in a circle. You will want the chairs right next to each other so you can't escape the circle. The advisor will demonstrate how to play the game the first time to explain the rules to everyone else. Start by having all your students sit in their chair in the circle. Stand in the middle of the circle (no center chair) while all the other players are seated. You will participate in the chair the entire time. This instantly starts letting your students see you as a team player.

You will walk up to a random person in the circle and ask "Do you know your neighbors?" That person then has two options, he will either say "Yes I do, and their names are _____ and _____." But what I really want to know is _____?" (Say something that a lot of people might have in common like I want to meet everyone who is a sophomore. For example, if I had my two friends sitting next to me I may say, "Yes I do, their names are Rebecca and Megan. But what I really want to know is, who is wearing blue jeans?" At that point, anyone wearing blue jeans would have to stand up and find a new chair. The announcer will then try to find a chair as well. The person left without a chair is the new announcer.

Now if you walk up to someone and ask, "Do you know your neighbor?" and they don't, they simply say, "No I don't know my neighbor." The person on each side of them will then have to switch seats with each other while the announcer tries to steal one of the two chairs. The two neighbors and the announcer are the only ones that need to switch chairs, everyone else just stays seated. You will want to make sure that no one gets too rough when trying to get a chair, especially when there are two people fighting over one.