

6-Pack Toss N Talk Icebreaker Instructions

Begin Your Training Program with a BANG! The new Toss N Talk games are the absolute best way to energize your audience and get them ready to learn. This unique icebreaker/energizer/team builder combines physical activity with engaging mental challenges to get your class participants ready for your session.

Here's how easy it is to play: Throw the Toss N Teach inflatable 16 "soccer ball to the first player who'll catch it, then select an intriguing on-screen intro question to speak to. They'll tell the group a bit about themselves before tossing the ball across the room to the next player! The fun and action keeps going, as the players keep throwing the ball and speaking around the room.

*The game also includes an inflatable 16" inch soccer ball, ready for tossing! It's inflatable to make it easy to travel (deflate it) and it won't hurt anyone it hits. If you lose or damage your inflatable soccer ball, you can replace it with any inflatable ball.

Each player must select their question from one of thirty soccer ball images found on the main game screen of each PowerPoint Toss N Talk games. The game is designed so that no one will know the question they'll get before clicking on the ball. Each question has been created to be fun and will help participants share their thoughts, experiences and opinions with the group.

CUSTOMIZABLE: We've done our best to come up with introductory questions that are fun and engaging but since this application is designed in PowerPoint you can customize and edit all or any of the game's questions. Use your own creativity, customize the questions to fit your own organization, and add your own graphics, formats and organization logos. Your audience will marvel at your game creating skills!

What's in this 6 Pack: There are 6 different Toss N Talk games each with a bit of a different twist. We've listed the games below and suggested how and when you might want to use the different games. Also keep in mind our game rules are not hard and fast, and you can modify game rules to suit your individual training needs.

Games include:

1. Toss N Talk – All About Me - *Questions about myself*
2. Toss N Talk – Back in the Day – *Questions about my experiences*
3. Toss N Talk – Best and the Worst – *Opinion questions*
4. Toss N Talk – Temporary Teams – *A fun team builder*
5. Toss N Talk – What Would You Do? – *Intriguing and thoughtful questions*
6. Toss N Talk – Shake Your Booty – *Here there's no question at all, but a fun call to ACTION!*

Create a multitude of games from this 6 pack: When you edit the questions, don't worry that you'll lose our original questions because you'll simply use the SAVE AS command to create your new game file, while retaining the original game. Create as many different games as you want to fit every training presentation and program!

Individual Game suggested uses:

Toss N Talk – All About Me: This game works great to introduce class members to one another and allow each to tell a bit about themselves before the class begins. Depending upon how well participants know one another prior to the game beginning, you can of course, ask them to introduce themselves with information like name, current position, etc. A typical game question that a participant might be asked to speak to is "The one thing I like about my hometown". Participants, when the ball is thrown to them, select their question by clicking on one of thirty soccer balls on the main game board. After they respond to the question, they toss the ball to another classmate. The act of tossing the ball to another is in itself a form of connecting and communicating with another. You might want to have the class stand for intros, and sit down once they have answered their question.

Toss N Talk – Back in the Day: This game is again primarily used for class intros however; it could also be used as an energizer, when class members need a bit of physical activity to revitalize. As we all know folks begin to drift off after listening for extended periods of time. You'll actually enhance retention by allowing the class to get up from their seats to play the game. The "Back in the Day" game affords class members an opportunity to talk about past experience. A typical question might be "The craziest job you ever had growing up".

Toss N Talk – Best and the Worst: This game asks participants for their Best of and Worst of opinions about a variety of topics (Best Vacation, Worst Fast Food Restaurant). This game is fun and tends to move a bit quicker than the other games. It might be ideal for introductions or as an energizer when time is tight.

Toss N Talk – Temporary Teams - The Temporary Team game is a teambuilding activity and thus is played somewhat differently than the other games. Here, when the ball is tossed to another, that person becomes your temporary teammate for one question or activity. To choose the second member, you can have the first member or host, select the second member OR toss the ball again to determine who the second member will be. As an alternative, the second member could be the original teammate from the previous question. A typical question might be "Tell a short story allowing your teammate to finish each sentence you start." This is a fun game and challenges the 2 person teams to work together.

Toss N Talk – What Would You Do: This is a thought provoking game and challenges the class members to think on their feet with questions like, 'If you could change any product in the World what would it be and why?' It is a great energizing exercise because it asks people to think hard but also because it is powerfully engaging.

Toss N Talk – Shake Your Booty: This game is, as you’ve probably guessed, the most physical as well as whimsical game in the 6 pack. It’s a fantastic class energizer, asking participants to “Do their best moon walk” or “Maestro, conduct the room in singing Happy Birthday”. It is guaranteed to create some laughter throughout the training program. We might suggest that you play this game in short intervals throughout the program, perhaps at the end of each training module and just prior to a group break. Alternatively the instructor might occasionally toss the ball out into the audience to simply liven things up.

Alternative Rules:

- After each question, the ball goes back to the host.
- Play the game throughout training, two or three participants at a time, just prior to breaking.
- Before the ball is tossed, have only participants that have NOT answered a question stand up.
- Have other participants select the next player’s question.
- Click on the question first, allowing the entire class to read the question. Then have individual class members ask for the ball so that they might be able to respond to that particular question.
- Have the game host select the next question in order to speed up the game.
- Everyone gets one free pass. If they cannot do or answer a question then they can select another person to play in their stead.
- Play a game throughout the meeting by only throwing out the ball when desired.
- Play with a 30 second or one minute timer. A 30 second & one minute timer is available in the Temporary Team and Shake Your Booty games. You can also copy/paste these timers to other games if so desired.
- Partially fill inflatable ball with helium to keep it in the air a little longer. Caution: do not put too much helium in it or it will float away.

Please contact us at support@training-games.com for ANY additional questions you may have.