



Whodunit

Find out how well you know your teammates

TIME

10-20 minutes



TEAM STAGE

Forming, Norming

MATERIALS

Index cards, pens or pencils

SUMMARY

Try and guess “who done it” in this interactive icebreaker activity.

SET UP

- Split the group up into two separate teams.

INSTRUCTIONS




- Pass out an index card and a pen for each participant. Ask each participant to write down something interesting they have done. For example:
 - *I went skydiving once.*
 - *I speak three languages.*
 - *I've lived in seven different states.*
 - *I've eaten bugs before.*
- Collect all the cards. Make sure to have two separate piles to pass out to the two different teams. Team One should be getting all of the index cards from Team Two and vice versa. Shuffle the cards and then pass them back out.
- Alternating teams, one participant will read aloud their card and guess who they think wrote this fact. After they guess, the guessed participant simply responds with “yes” or “no”. If a team guesses correctly, the participant can briefly explain the story behind what they wrote. If they guess incorrectly, move on to the next card.
 - **Facilitator Note:** For timing purposes, if one participant is allowed to share, everyone should have the chance to share. Plan for enough time for all in the group to share.
- The guessing continues until all cards are exhausted. Everyone reveals who wrote which card at the end.

VARIATIONS


- After one participant takes a guess on who they think “did it”, have the rest of the team agree or disagree with the guess by giving a thumbs up or thumbs down. Doing this will help to keep more people engaged throughout the entire activity.
- Have participants share a little more about themselves in this activity by writing down three things they like and three things they don't like on their card instead, or writing a short “mini-biography” about themselves.



VARIATIONS *(continued)*

-  **Additional Small Group Option:** Another way to facilitate this activity for a small group, disregard the two teams concept. Collect, shuffle, and redistribute the index cards among all participants and then have them each guess individually.
-  **Online:** To facilitate this activity virtually, have all participants private message their statements to the facilitator and then read the statements to the group one at a time. Have the participants use the chat to guess who they think each statement refers to, or call on a few volunteers to guess after each statement. Utilize a shared document, as noted in the Asynchronous option, for a visual while conducting this activity virtually. [\[click here for video\]](#)
-  **Asynchronous:** To facilitate this activity asynchronously, create a shared document where everyone can anonymously write their statement. Have participants write the name of who they think each statement refers to under each statement by a specified date. After that date, have everyone go back into the document and add their name to the statement they wrote. Have everyone check and see if they guessed correctly.
 - For related activities, see [Two Truths and a Lie](#) or [What If I Told You?](#).

DEBRIEF QUESTIONS

- What is something that someone else did that you want to try?
 - What is something that someone else did that would be hard for you to do?
 - Why is it helpful for us to know some fun facts about each other?
-  **Facilitator Note:** As a general note, icebreakers are used for the purpose of breaking the ice and getting a group warmed up to participate in lessons and activities that will include debrief questions. Typically an icebreaker does not need to be debriefed, however, when done intentionally, inserting a mini debrief or thought provoking question after an icebreaker can help to set up the rest of the lesson and tie the entire experience together in a more seamless fashion. These are some sample questions that can be used or modified to connect to the lesson that will follow.