

PRE - PROGRAM

CHRISTMAS JINGLES &
ICEBREAKERS

LOGISTICS CHECKLIST

1. Christmas Jingles songsheets.
2. Materials and worksheets needed for the Icebreakers chosen for the day.

<p>Opening:</p>	<p>"Merry Christmas to everybody! On behalf of the friends or family members who invited you, I want to welcome each of you to this very special Christmas party. We have entitled our Christmas party, "I'll Be Home For Christmas." We are very pleased that you can be here to be a part of our Christmas celebrations today. So relax and have an enjoyable evening with us as we celebrate the birth of Christ together.</p> <p>We have a wonderful program lined up for you, especially towards the end when we want to make a special presentation of the true meaning of Christmas to you.</p> <p>We shall begin our evening with a round of singing some familiar Christmas Jingles.</p> <p>Let's begin with song # 1 " We wish you a Merry Christmas".</p>	<p><i>Be sure to distribute the Christmas Jingles songsheets</i></p>
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NOTE:

The idea of this session is to warm up the guests and wait for some latecomers to arrive. When most of the guests have arrived, move into the Icebreakers. Alternatively, you may want to intersperse your Icebreakers with the singing of the Christmas Jingles.

You are free to choose any 3 to 4 of the following Icebreakers. However, please do not exceed 40 minutes so that it will not eat into the time for the rest of the program unless you have good reasons for doing so. Secondly, remember that you are to build relationships through fun and games. Hence, stop the game when you think that the people have warmed up sufficiently so that they can fellowship more during the Christmas Dinner time.

Try to pre-assign each cell member to pair off with an invited guest. Encourage members to make special effort to relate to them.

SUGGESTED ICEBREAKERS

ICEBREAKER #1: Christmas Balloon Pop	
Time Limit:	10 Minutes
Materials Needed:	Slips of paper, red and green balloons, cassette or CD player & music.

Instructions:

1. Write the names of a few popular Christmas carols on slips of paper. You may write one carol on 3 slips.
2. Place one slip inside each of a number of red or green balloons and distribute them to the group.
3. Have them blow up the balloons and tie the ends.
4. As you begin playing music, they must hit the balloons up in the air and keep them there. When the music stops, each person grabs a balloon, pops it, and retrieves the slip of paper inside.
5. They must then sing the carol written on their slip of paper while finding everyone else in the room singing the same song.
6. Have them introduce themselves to each other in the group.



ICEBREAKER #2: Christmas Mania	
Time Limit:	15 Minutes
Materials Needed:	Enough copies of the "Christmas Mania," found on page 56 in this manual, pens or pencils & a prize for the winner.

Instructions:

1. Give each person a copy of the "Christmas Mania" and within a 10 minutes time limit, every one is to accomplish as many of the instructions as possible.
2. The person who accomplishes the most activities at the end of the time limit or the fastest person to finish is the winner.
3. You may want to limit the number of times an individual's name can appear on anyone else's paper.

A token prize to be awarded to the winner who completes the game first.

ICEBREAKER #3: Christmas Word Search

Time Limit:	15 Minutes
Materials Needed:	Enough copies of the "Christmas Word Search," found on page 57 from this manual, pens or pencils and a prize for the winning group.

Instructions:



1. Give a copy of the "Christmas Word Search" to each of the groups that were formed.
 2. The groups are to locate all the words within a ten minutes time limit.
 3. The group with the most words at the end of the time limit or the group that finishes first wins.
- A token prize to be awarded to the winning group.

ICEBREAKER #4: Christmas Charade

Time Limit:	10 Minutes
Materials Needed:	Charade cards and a prize for the winning group.

Instructions:

1. Give a similar set of cards to each of the group that were formed.
 2. Have a representative from each group to act out the item listed on the cards.
 3. The group members will guess the items acted out by the representative.
 4. The group that can guess all the items in the shortest time wins.
- A token prize to be awarded to the winning group.



LIST A

Santa Claus
 Rudolph
 12 days of Christmas
 sheep
 robe
 bells

LIST B

Turkey
 snow
 deer
 boots
 Christmas tree

LIST C

Log cake
 Christmas card
 green
 present
 belt
 fireworks

LIST D

stocking
 candy stick
 ham
 star
 button
 streamers

ICEBREAKER #5: Christmas Win-Draw-Lose

Time Limit:	15 Minutes
Materials Needed:	Enough copies of drawing pads and markers for each group and a prize for the winning group.

Instructions:

1. Each group sends out one person to the game leader who will show him/her an object/theme to be conveyed to the group via drawing.
2. The group which can identify the most object/theme(s) wins.

A token prize to be awarded to the winning group.



LIST OF OBJECTS/THEMES

Songs:

- Silent Night, Holy Night
- I saw mummy kissing Santa Claus
- All I want for Christmas is my two front teeth
- I'm dreaming of a white Christmas

Movies:

- Home Alone
- Titanic
- Independence Day
- Beauty & the Beast

Christmas Themes:

- Birth of Jesus foretold by an angel to Mary
- Mary's visit to Elizabeth who was also pregnant
- Joseph & Mary on the road to Bethlehem
- Multitude of angels appearing to shepherds

ICEBREAKER # 6: Christmas Costume Parade

Time Limit	15 Minutes
Materials Needed:	Generous amount of newspapers, masking tape and a prize for the winning group.

Instructions:



1. Divide the people into three or more groups, depending on the number in attendance.
2. Supply each group with newspapers & masking tapes.
3. Select one of the members as a model on which a paper costume of a snowman will be made.
4. Get the "snowman" to parade round the room.

A token prize to be awarded to the best snowman costume.

ICEBREAKER # 7: Snowball	
Time Limit:	10 Minutes
Materials Needed:	Newspapers, a piece of bedsheet and a prize for the winning group.

Instructions:

1. Divide the people into two teams.
 2. Distribute newspapers to members of each team.
 3. Crush up the pieces of paper into ball size to represent snowballs.
 4. Erect a barrier between the teams using a bedsheet held at both ends by two members.
 5. At the signal "Go", the members on each side of the "barrier" will throw all the crushed paper balls over to the other side.
 6. At the end of one minute, the group which has the least number of paper balls on their side wins.
 7. Repeat the game 1-2 times to decide on the winner.
- A token prize to be awarded to the winning group

ICEBREAKER # 8: Balloon Burst Relay	
Time Limit:	10 Minutes
Materials Needed:	Balloons, pins and a prize for the winning group.

Instructions:

1. Divide the people into two or more teams, each with an equal number of members.
 2. Each member is given a balloon.
 3. At the signal "Go", the first member on each team begins to blow his/her balloon.
 4. As soon as the balloon reaches a size that is predetermined by the icebreaker leader, another member of the team can burst it with a pin provided.
 5. Once the balloon bursts, the next member in the team may begin to blow his/her balloon.
 6. Continue until all the members of the team have burst their balloons.
- A token prize to be awarded to the winning group.



ICEBREAKER # 9: Christmas Shopping	
Time Limit:	5 Minutes
Materials Needed:	None

Instructions:

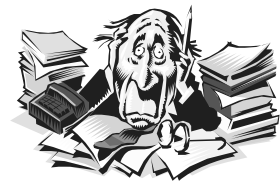
1. Seat everyone in a circle.
2. Someone will start by saying, "It's Christmas time, I am going to shop for a shirt".
3. The next person on his right must repeat the sentence and add what he plans to buy. E.g.: "It's Christmas time, I am going to shop for a shirt and a tie".
4. The process is repeated until everyone has a chance to repeat what others have said and also added what he plans to buy.
5. This becomes more difficult as the game progress. But it is fun.



ICEBREAKER # 10: Word Formation	
Time Limit:	5 Minutes
Materials needed:	Pen, paper and a prize for the winning group.

Instructions:

1. Divide the people into groups of not more than four.
2. Instruct members to see how many words of 3 letters or more can be made using only the letters of the alphabet in the following phrases:
 - All I want for Christmas is my two front teeth (1 minute)
 - Merry Christmas and a Happy New Year (1 minute)
 - Jesus Christ is born in a manger (1 minute)
3. No letter may be used more often than it appears in the phrase.
4. A token prize to be awarded to the winning group.



ICEBREAKER # 11: Backward Spelling	
Time Limit:	5 Minutes
Materials Needed:	A prize for the winning group.

Instructions:



1. Divide the people into 3 groups or more.
2. Each group selects 3 representatives and sends them one at a time to the middle of the room.
3. Choose a number of well-known words related to Christmas, limiting them to not more than 6 or 8 letters in each word.
4. Have the representatives to spell the word at the signal "Go".
E.g.: When the word, "Christmas" is given. The winner would have spelt it as "s-a-m-t-s-i-r-h-c".

A token prize to be awarded to the winning group.

Suggested words:

Wise Man
Manger

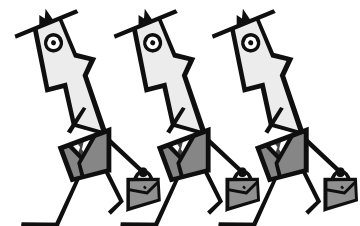
Star
Angel

Jesus
Love

ICEBREAKER # 12: Groupings	
Time Limit:	5 Minutes
Materials Needed:	Body/talcum powder

Instructions:

1. When a word is given, members are to group themselves into groups based on the number of letters of the alphabet in the word. E.g.: If "glory" is the word, members will have to get into groups of 5.
2. Anyone left without being part of a group will receive a dash of the talcum powder on his face or hand.
3. The idea is to see who is the person whose face or hand is full of talcum powder at the end of the game.



Suggested words:

Christmas carols (15)
Pie (3)
It (2)
Stockings(9)

Santa Claus (10)
Cake (4)
Peace (5)
Holiday (7)

Turkey (6)
White Christmas (14)
Christmas (9)
Christmas Day (12)