



WPI

Campus Center and Student Activities

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Bumper Collision

Group Size

Medium, Large

Estimated Time

5-8 Minutes

Materials Needed

Music

Instructions

1. Ask for a show of hands of people who have ever ridden bumper cars.
2. Invite participants to imagine that they are bumper cars. Describe the scenario of them moving around the floor “bumping into” one another. Give them the analogy we often use when we say: “Guess who I bumped into today?”
3. Explain the following rules:
 - a. When the music begins, everyone should begin “driving” around.
 - b. When they hear a whistle, they should move into collision; the number of drivers in each group will be determined by the number of whistle toots. For instance, if they hear three whistle toots, three drivers should collide together; four toots equals four drivers; and so on.
 - c. When in collision, drivers should introduce themselves, giving names, companies, jobs, etc.
 - d. When they hear one whistle toot, they should begin driving again.
 - e. Each time they collide, they should be with people they have not been with in a previous collision
4. Begin the Music.
5. After thirty seconds, blow the whistle three times, stop the music and give them about thirty seconds to exchange information with each other in groups of three before turning on the music again.
6. After about twenty seconds of people “bumping” around, blow the whistle four times and invite participants to share information.
7. continue the process through about five whistle blowings – each time blowing a different number of toots

Resources:

West, Edie. 201 Icebreakers. McGraw Hill, New York, 1997. Page 43-44