1) Are You Me? – pg. 2
Distribute Are You Me? Cards to participants. Allow group to mingle around and find their adult/youth match.

2) Whale of a Tail – pg. 12
Distribute a piece of paper and writing utensil to each participant. Have them trace their hand on the paper. Collect papers and re-distribute to participants. Allow the group to mingle around and find the hand that matches the one on their paper.

3) Designing a Habitat – pg. 34
Distribute a piece of paper and writing utensil to each participant. On the piece of paper, write the name of an aquatic animal. Collect papers. Redistribute each paper to teams/table. Now the group has five minutes to create the perfect habitat for all of the creatures on the table. This will be silly, mixed up and fun to get them talking. You may end up with a killer whale trying to share a space with two pond creatures like a bass and beetle.

4) Aqua Words - pg. 69
Using a large dry erase board or similar, have participant stand in a circle. Participants should introduce themselves, share a little about themselves, and say one word that is related to water. The facilitator or participant should write their one word up on the board. The next participant should do the same until all water words are up on the board. Can they make connections between the words as they go? For example, the first word up on the board is water because that is the word the facilitator gave them. The next word is cycle. The next word is animals. Connect cycle and animals with a line because both water and animals have cycles. See how many connections the group can make.
5) Wetland Metaphors – pg. 80

- Option 1: Distribute items, cards, or pictures from Wetland Metaphors to the group. Can they guess how their item relates to a wetland? Option 2: Have them pick a random object from the activity Wetland Metaphors. After introducing themselves tell us how they relate to their random object. For example, sponge. “I chose the sponge because I want students to soak up learning.” Option 3: Distribute items, cards or pictures of items from Wetland Metaphors to half the group. Distribute cards with a description of the metaphoric function to the other half of the group. Allow the group time to mingle and find their match. For example, if one participant has the pillow, they need to find the participant with the metaphoric function card that reads: provides a resting place for migratory birds.

6) Fashion a Fish – pg. 98

- Distribute a Fish Adaptation Card to each participant, and then assign groups of three or four. Distribute a large piece of paper and writing utensil to each group. Have each group create a fish using the cards. Person one will draw the shape of the fish, person two the mouth, person three coloration, and person four reproduction (optional).

7) Pond Succession

- Distribute a piece of paper and writing utensil to each participant. Divide the group into teams of three. Explain that they are going to envision the growth and development of a pond. The first person draws the pond as it looks today, second person 500 years from today, and third person 800 years from now. Allow groups to introduce themselves and share their story of pond succession. Usually this activity ends up into a storytelling bit.

8) Edge of Home – pg. 119

- On a large piece of paper or dry erase board or similar draw a Venn diagram. In the middle intersecting area write Eco-tone, on the left circle write Formal Educator, on the right circle Non-Formal Educator. Group all of the participants in a circle. Have them introduce themselves, state whether they are a formal or non-formal educator and describe how they use environmental education. As the group shares, the facilitator should write words/words on the appropriate formal or non-formal educator side of the diagram. As the group progresses you may find that both formal and non-formal educators have things in common, and the facilitator should move those words into the overlapping circle or eco-tone area. At the end of the sharing explain that an eco-tone is a special environment of overlap where both surrounding ecosystems are present. Or in our example, formal and non-formal education come together for students to create the ideal learning environment!
9) Mermaids and Manatees – pg. 124
Group up the participants into a circle. Allow each participant to introduce themselves and describe a popular aquatic animal (real or fake). Can the group guess what animal you are describing or do they think it's real or fake. For example a manatee could be described as “An animal is an excellent swimmer with an undulating fish-finned tail, long appendages, a plump face and body to match.”

10) Plastic Voyages – pg. 189
Divide the group into teams. Allow the team time to introduce themselves amongst each other. Tell them they will have to conduct an activity together as a team but must choose their tool wisely. On a table have several items out: large spoon, small spoon, tweezers, tongs, etc. Any items will do as long as they can potentially pick up items. Once each team picks their item of choice, distribute a small container of sand filled with beads that are at least 1-5mm in diameter to each team. Explain that inside this container are small beads that must be fished out in one minute. Time the group and see how many beads they collect as a team. Make sure everyone on the team attempts to remove beads. Discuss.
Icebreakers are an important part of workshops because it serves as warming up exercise to sharing and brainstorming and sets the tone for the rest of the day. Ice breaker exercises can be used to:

1) Encourage outside the box thinking
2) Help people get to know each other
3) Prepare them mentally to brainstorm about the topic at hand.

If such a session is well-designed and well-facilitated, it can really help get things off to a great start. By getting to know each other, getting to know the facilitator and learning about the objectives of the workshop, people can become more engaged in the proceedings and so contribute more effectively towards a successful outcome.

Enjoy the top 10 list of Aquatic WILD icebreakers but feel free to create and share your own!