



Ice Breaker Activity for Lab 1: Two Truths and a Dream Icebreaker

Duration: 5-10 minutes

Objective: To get students comfortable with each other and introduce them to entrepreneurial thinking.

Instructions:

1. Introduction: Explain to the students that they will share three statements about themselves - two truths and one 'dream' (an entrepreneurial idea or aspiration they have).
2. Preparation Time: Give students a couple of minutes to think about their two truths and one dream. The truths could be about their hobbies, achievements, or interesting facts about themselves. The 'dream' should be an entrepreneurial idea or goal they have - it can be whimsical, serious, or purely imaginative.
3. Sharing in Round Robin: Students take turns sharing their two truths and a dream without revealing which is which. For example, "I have a black belt in karate, I've climbed the highest mountain in my state, and I dream of starting a business that creates eco-friendly skateboards."
4. Guessing Game: After each student shares, the rest of the class tries to guess which of the three statements is the 'dream.' This encourages listening and engagement among students.
5. Discussion: After the guessing, the student reveals their dream and briefly explains why they chose it. This sparks a brief discussion and allows students to connect with each other's aspirations and interests.

Benefits:

- Icebreaking: Helps students get comfortable with each other in a fun and interactive way.
- Encourages Creativity: Students get to think creatively about their entrepreneurial dreams.
- Builds Listening Skills: As students guess the 'dream,' they practice active listening.
- Fosters Community: Sharing personal aspirations and achievements helps build a sense of community in the classroom.

This icebreaker is not only engaging and fun but also aligns well with the theme of the lesson, setting the stage for exploring entrepreneurship.