# Ice Breaker: Two Truths and a Lie

|  |  |
| --- | --- |
| **Audience**large= 20+, medium= 10-20, small = under 10 | Small |
| **Team Size**  | 6-10 people |
| **Activity Level**highly active, medium effort, low impact | Low |
| **Title** | Two Truths and a Lie |
| **Description** | Players tell two things about themselves that are true and one that is not. Everyone participating tries to guess which one is the lie.  |

**Materials**

* None

**Set up**

* **None**

**How To/Conduct or Run the Ice Breaker**

Ask all players to arrange themselves in a circle. Instruct each player to think of three statements about themselves. Two must be true statements, and one must be false. For each person, he or she shares the three statements (in any order) to the group. The goal of the game is to determine which statement is false. The group votes on which one they feel is a lie, and at the end of each round, the person reveals which one was the lie.

**VARIATION**

Two Truths and a Dream Wish.” – An interesting variation of Two Truths and a Lie is “Two Truths and a Dream Wish.” Instead of telling a lie, a person says a wish. That is, something that is not true — yet something that the person wishes to be true. For example, someone that has never been to Europe might say: “I often travel to Europe for vacation." This interesting spin on the icebreaker can often lead to unexpected, fascinating results, as people often share touching wishes about themselves.