**VIRTUAL ICE BREAKER: Link**

**GOAL:**

* Make connections with other participants

**SET-UP:**

* Make sure everyone knows how to mute/unmute themselves.

**STORY:**

**RULES:**

* The facilitator shares a random fact about themselves. Shouldn’t be too broad or too specific.
* If someone else has that in common, they’ll say “link” and tell a new fact about themselves.
	+ If more than one person says “link”, play goes to the person who says it first.
* Play continues until everyone has been “linked.”

**CONSIDERATIONS:**

* Players may need to take more than one turn to continue game play to allow everyone to be linked.
* If microphones aren’t working, players can type “Link” in the chat. A facilitator will need to monitor for this.

**VARITATIONS:** (optional)

* Could be played in-person in a socially distant circle.