

FOUR CORNERS ICEBREAKER

Materials Needed:

- Printable or handwritten sign numbers (1, 2, 3, and 4) posted high in the four corners of your room.
- A chime, bell, or quick visual signal to gather attention between rounds.
- Slide deck or question list (below).

Activity Objectives

Movement & Energy Release: Gives students a safe, structured way to move around the room during the first days of school.

Building Connections: Helps students discover shared interests with peers they might not know well yet.

Practicing Classroom Transitions: Serves as a fun way to practice hallway or classroom movement expectations (e.g., walking feet, quick freeze when the signal sounds).

Classroom Setup & Preparation

- **Hang Corner Signs:** Place signs for 1, 2, 3, and 4 at student eye-level or higher in each corner of the room.
- **Clear Pathways:** Ensure pathways to all four corners are clear of backpack clutter or chair legs to prevent tripping.
- **Establish Rules First:** Before starting, clearly state expectations:
- **Walking feet only:** No running or pushing to reach a corner.
- **Honest choices:** Pick the corner you actually prefer, not just where your best friend goes.
- **Quick turn & talk:** Chat politely with whoever is in your corner until the signal sounds.

Step-by-Step Lesson Plan

1. Introduction (3 Minutes)

Say: "We are going to play a game called Four Corners to learn more about each other! I'm going to ask a question with four choices, each matching a corner of our room. When I say 'go,' walk to the corner that fits you best."

2. Gameplay Loop (10-15 Minutes)

1. **Read the Question & Options:** Read the question clearly and point to corners 1, 2, 3, and 4 as you state each choice.
2. **Move:** Give 5-10 seconds for students to walk to their corner.
3. **Turn & Talk (30-45 seconds):** Prompt students in each corner to turn to a neighbor and explain why they chose that option.
4. **Spotlight (1 minute):** Call on 1-2 students across different corners to share their choice with the whole class.
5. **Reset Signal:** Sound your chime/bell. Students freeze, listen for the next question, and repeat!

Adaptations & Management Tips

Primary (K-1): Use visual picture cards alongside the numbers 1, 2, 3, and 4 so non-readers can participate without frustration.

Intermediate (2-5): Add a rule where students must find a different person to talk to in their corner each round.

Large Classrooms: If a single corner gets too crowded (e.g., 15 students choose video games), ask them to split into two smaller sub-groups within that corner to ensure everyone gets a chance to speak during Turn & Talk.

Round 1: Weekend Activities Corner 1: Playing outside / sports Corner 2: Reading or drawing Corner 3: Playing video games or watching movies Corner 4: Spending time with family or pets	Round 2: Favorite Treats Corner 1: Ice cream Corner 2: Pizza Corner 3: Fresh fruit / berries Corner 4: Fresh baked cookies or brownies	Round 2: Favorite Treats Corner 1: Ice cream Corner 2: Pizza Corner 3: Fresh fruit / berries Corner 4: Fresh baked cookies or brownies
Round 4: Favorite School Subject Area Corner 1: Math & problem solving Corner 2: Reading & writing stories Corner 3: Science experiments Corner 4: Art, music, or P.E.	Round 5: Ideal Vacation Spot Corner 1: Relaxing on a sunny beach Corner 2: Camping in a forest / mountains Corner 3: Exploring a busy big city Corner 4: Visiting a theme park	Round 6: Favorite Season & Weather Corner 1: Sunny Summer days Corner 2: Crisp Fall / Autumn afternoons Corner 3: Snowy Winter mornings Corner 4: Blooming Spring days
Round 7: Animal Kingdom Preferences Corner 1: Dogs / Puppies Corner 2: Cats / Kittens Corner 3: Wild animals (Lions, Bears, Wolves) Corner 4: Sea creatures (Dolphins, Sharks, Turtles)	Round 8: How You Like to Read or Listen to Stories Corner 1: Reading graphic novels or comic books Corner 2: Chapter books with big adventures Corner 3: Listening to read-alouds or audiobooks Corner 4: Non-fiction books about real animals or history	Round 9: Recess Style Corner 1: Playing sports or tag games (Soccer, Basketball, Foursquare) Corner 2: Playing on playground equipment (Swings, Slides, Jungle Gym) Corner 3: Walking and talking with friends Corner 4: Drawing with sidewalk chalk or making up imaginative games