ICEBREAKER	

ENGINEERING PICTIONARY

What comes to mind when someone says "engineering"?

Goal

To allow participants to see varying outlooks on the word "engineering" and learn about the impacts of engineering projects.

Time Needed 10 minutes

Materials A piece of paper and a writing utensil

Steps

NOTE: This activity can be conducted with this document or with <u>this</u> <u>slideshow</u> which was prepared by the creators of this icebreaker.

- 1. Think of something that reminds you of engineering.
- 2. One person will draw their chosen item on a piece of paper and present it to the group. The group will try and guess what the item is.
 - a. If no one can produce a guess, the drawer can improve their sketch.

- 3. Groups have 90 seconds total to produce a sketch and guess what it is.
- 4. If no guess is correct, the drawer reveals the item.
- 5. The drawer explains why they chose their item.

Reflect

- Explain the various fields of engineering and why they differ.
- How can engineering can solve problems?
- Why is engineering important?

This activity can be completed in a single large group, or in multiple small groups, the choice can be made by the facilitator. If using small groups, have a minimum of four people per group.