**Retro Day Bonding**

**Winning team gets extra ½ hour**

**Activities**

* Icebreaker Questions – answer a series of questions and we’ll guess who answered with what
* Sell It – sell the group a random object without mentioning its real purpose
* Don’t Get Me Started – angry rant on random topics
* \*Finish the Sentence – each person adds a new word and the next person has to recite everything that has been said so far

\*Only to be played if time permits