



Brotherhood Activities Guide

This resource will give you a sample of different brotherhood building activities for use during retreats, events, or meetings. These are ideas to get you started, you should not feel obligated to use these specific activities. Please feel welcome to look for other sources and ideas and/or use favorite activities you have done before. If you are not sure what activities you want to include and need assistance with the agenda, you can always talk to the “B”, the ABT Member Education Advisor, or the Brotherhood Chair’s Officer Success Manager at IHQ.

GETTING TO KNOW YOU / ICEBREAKER ACTIVITIES

THIS OR THAT?

Give members a choice between two items/ideas and ask them to go to a side of the room based on their choice. This activity gives people an opportunity to see what they have in common with brothers at a surface level. It is a low commitment activity and can be an easy way to get people moving and talking to each other.

Ideas to get you started:

- Burger or brat?
- Beach or ski vacation?
- Cats or dogs?
- Coffee or tea?
- Pizza or tacos?
- Sweet or savory snacks?
- Inbox zero or 100+ unread emails?
- Travel to the past or the future?
- Talk to animals or understand all languages?
- Pancakes or waffles?

FISHBOWL

Each member writes a fact about themselves that no one in the group knows about them and then puts their slip in a fishbowl (or any container).

Option 1: Each member draws a slip out of the bowl and then everyone has to walk around and talk to each other until they find the person whose slip they have.

Option 2: One person at a time draws a slip out of the bowl and reads the fact out loud. The chapter has to guess who the fact applies to. If they can’t guess correctly after a few guesses, ask the person to identify themselves.

FAMOUS PEOPLE

Put the name of a famous person on each member’s back. Everyone needs to try to identify whose name is on their back by asking only yes/no questions of others.

TWO TRUTHS AND A LIE

One person shares three facts with the group – two are true and one is a lie. The group needs to guess which fact is a lie. Whoever correctly guesses the lie first should share their facts next.

TEAM BUILDING ACTIVITIES

For these activities, it can be fun to do 3-5 and have the same teams for each activity. You can turn it into a mini competition between the groups and give points for how well a group does in each activity, and the winning group at the end gets a small prize. Alternatively, you can switch up the groups each time and do a small prize for each win. Of course, you can also forgo prizes completely!

Team building activities can also be more advanced and require travel to a different location OR invite an outside facilitator/company in to run the event. Some fun options can include escape rooms, ropes courses, game show battle rooms, or murder mysteries.

HUMAN KNOT

Divide the chapter into smaller groups of 8-10. Each small group should stand in a circle. Ask each person to raise their right hand and hold hands with another person in the group. Then each person should raise their left hand and hold hands with another person in the group; however, it cannot be the same person with whom they are already holding hands. Instruct the small groups to unravel their “knot”. The only real rule is that they cannot let go of each other’s hands to unravel. At the end, they should have one big circle or two smaller circles.

HUMAN MACHINES

Divide the chapter into groups of 6-10 (depending on chapter size). Each group should draw the name of a machine out of a bowl. Give groups about 10 minutes to figure out how to demonstrate their machine. Each group should show everyone what they come up with and everyone should guess what machine they are.

Machine ideas: washing machine, sewing machine, record player, pencil sharpener, bulldozer, vending machine, fan, and dishwasher

MARSHMALLOW TOWER

Divide the chapter into small groups of 5-10 (depending on chapter size). Give each group a bag of large marshmallows, a bag of small marshmallows, and a box of dry spaghetti noodles. Give groups a set amount of time (10-20 minutes should be fine) to build the tallest tower they can using only those supplies.

CARD TOWER

This is very similar to the Marshmallow Tower activity. Divide the chapter into groups of 5-8 (depending on chapter size) and give each group a deck of cards. Give groups a set amount of time (10-20 minutes should be fine) to build the tallest tower they can using only one deck of cards.

THE BARTER PUZZLE

Divide the chapter into groups of 3-10 (depending on chapter size). Each group needs a different jigsaw puzzle with the same number of pieces (50 is ideal). Each group’s goal is to be the first to complete their puzzle. However, each puzzle has had some pieces swapped out with those from other puzzles. To get their pieces back, members must barter with other groups to get the piece(s) they need for their puzzle. To win the challenge, a group needs to successfully negotiate for all of their missing pieces and finish their puzzle first.

BONDING AND CONNECTION ACTIVITIES

GAVEL PASS

Members sit in a circle, and the chapter's gavel is passed to each person. When a member receives the gavel, they can share what they need to and only they are allowed to speak. It is important to set guidelines prior to the activity—time limit per person, expectations for respecting each other; this is not just an opportunity to vent or critique individuals or the chapter; et cetera. This is the time for chapter members to share their feelings with each other and the goal is for brothers to grow closer to each other through this vulnerability.

COMPLIMENT A BROTHER

Write the name of each member at the top of a sheet of paper. Hang the papers around the retreat space/room. Ask members to go around and write something they appreciate about as many members as possible. Members will get to take their sheet home at the end of the retreat.

It is important that you talk to officers ahead of time and ask the officer team to work together to ensure every brother has multiple compliments. This can also be set up to be done throughout a retreat or event. Introduce it at the beginning and give some time for members to get started. Remind everyone of the activity during breaks, meals, and give a bit more time before departure.

DELTA CHI JOURNEY

This activity can be done in small groups or with the whole chapter. Each member shares why they joined Delta Chi, why they have stayed in it, and what they are hoping to get out of their membership during the current term.

WRITE A MEMBER

Give each member time to write a letter to a member who inspires them (this can be an alumnus, initiated member, or Associate Member) and share why they look up to that member. You should collect each letter and then give them out at the end of the retreat or even save them and pass them out at the next chapter meeting.

GIVE AND NEED

Members should sit in a circle for this activity, and it can be done in small groups or with the whole chapter. Each member should share one thing they “give” (or bring) to the chapter and ask for one thing they need from the chapter. This activity will often open the eyes of chapter members to new strengths and talents in brothers. It also allows everyone to know what brothers need, and they can better support each member.

EDUCATIONAL PROGRAMS

This is not something you need to take on as Brotherhood Chair. Instead, this is a great opportunity to invite the “E”, “F”, Scholarship Chair, DEI Chair, and/or Health and Wellness Chair to provide an educational program. You could also invite an alumnus to do some programming or work with campus or community connections to provide programming.

Possible topics that may work well in a retreat setting or a stand-alone session during a chapter meeting are listed below.

- **“E”:** Invite an alumnus in to share about their career field/profession, ask chapter alumni to come in and share the history of the chapter (this works best if you have alumni from different decades), or invite the ABT members and “BB” - Chapter Advisor in to talk to chapter members in small groups.
- **“F”:** Facilitate a discussion about hazing not playing a role in brotherhood, bystander intervention education, or staying safe and keeping an eye on brothers during social events.
- **Scholarship Chair:** Overview of campus resources (shared by the Scholarship Chair or Faculty Advisor), invite a professor or staff member at the university in to share about a topic of interest (most common topics include events from history, university history, and/or psychology topics), or do a learning styles activity.
- **DEI Chair:** Share about a specific religious, cultural, or heritage event (facilitated by DEI Chair, another member, or a guest), watch a movie with a DEI theme (from the DEI Chair BRIEF) and lead a discussion, or provide information about a topic of interest to the chapter.
- **Health and Wellness Chair:** Tips for managing stress and anxiety, leading a physical activity (provide multiple options), or invite someone from the counseling center on campus to share about resources and programs for students.

FUN ACTIVITIES

Of course, the brotherhood building activities are designed around fun; however, the activities listed below are not necessarily tied to a specific goal like the other activities. The activities listed below are great opportunities for the chapter to enjoy spending time with each other while engaging in a fun activity that follow the Fraternity’s risk management policies.

- Trivia competition
- Outdoor activities: hiking, paintballing, ice skating, sledding, etc.
- Seasonal activity: haunted house, hayride/bonfire, etc.
- Karaoke or lip syncing
- Indoor activities: roller skating, bowling, laser tag, arcade games, etc.
- Local attractions/activities: museums, zoos, theme parks, et cetera
- Games (it can be fun to have a theme - consider favorite childhood games, card games, mysteries, etc.)
- Field day games
- Lawn games

If your chapter plans to do something like camping, it can also be a good idea to see what activities might already be on site - think archery, horseback riding, ropes courses, and/or canoeing. If you go to a local recreation center or park, ask if the gym/courts and sports equipment and/or pool will be available. You can also look up walking tours of the city where your college is located (this could be great when you have Associate Members) or take fun guided tours (haunted places, a themed tour, etc.).