

ICE-BREAKERS & GET TO KNOW YOU GAMES

Don't look face game

1. Draw a face but don't look down! – Every person gets a paper and marker. Fold paper twice (to make four equal boxes). Use each square to draw a different portrait of someone in the group. The trick is that NO ONE is allowed to look down at the paper while drawing. Take a couple of minutes for each drawing. Write the name of who you drew under each drawing and pick someone new to draw each time. (*This is a great way to get to know everyone in the group*)

NAME OF GAME	MATERIALS	DESCRIPTION
Train Wreck/Switch if you Ever	People and an equal number of chairs or marked spaces MINUS 1.	Circle up with facilitator in middle. Facilitator explains that he will shout out some characteristic (“people with bald heads”) and when he does, all people with bald heads will switch places. Facilitator must pick a characteristic that he has to start the game. The Person who ends up without a chair or space, calls out the next characteristic.
Identity Crisis		Have each participant think of their name, and 2 other personal characteristics like where they are from and their favorite colour. Pair up and introduce yourself to your partner by only saying your 3 things. Listen carefully because you will then take on the characteristics of the person you just met, and you will introduce yourself to your next partner as someone new. Continue until there is enough confusion, circle up and have everyone introduce themselves with the last 3 things they remember. Then have the real person either verify or correct.
Identity Crisis 2	Paper, masking tape or just masking tape	Make a list of things in a particular category, such as cartoon characters, kitchen appliances, animals, movie personalities etc, so that there are enough for each participant to have a new identity as an item on your chosen list. Write their new identity on a piece of masking tape and place it on their back. The object is for each person to discover their new identity by asking 3 yes or no questions to each person they meet.
Common Threads	1 blindfold or 3' piece of rope for each participant	Stand in a circle and give everyone a bandana or piece of rope. One person begins by announcing their name, 3 likes, 3 dislikes and 10 seconds to talk about things they have done or any info that can be shared with the group. Then someone else who can relate to the first person, takes hold of their end of blindfold and says their name and “I too...(like, dislike, have done). Someone who has not spoken then takes their free end and continues until everyone has an end of a blindfold in each hand.

<p>The Chicken is not on the Stone (Otherwise known as Excalibur)</p>	<p>One rubber chicken and place marking for each participant</p>	<p>Have the group stand on place markers on a large circle, with one place marker in the center of the circle. The object of the game is to not get tagged by the chicken. The person in the center (person A) will tap a participant (person B) on the leg with the rubber chicken and return it to the stone (or place marker) in the middle of the circle. Person B will then try and collect the chicken and tag person A before person A makes it onto the empty place marker. Whoever loses that round is then in the middle. This continues until more rules are added, such as:</p> <ul style="list-style-type: none"> • Participants can also make eye contact and switch places at any point in the game. If tagged when off marker, they are then in the center. • When person B is off their marker, anyone can move onto their space, leaving person B to try and find an empty spot. • Last rule to add would be the Chicken King/Queen rule. At any point in the game participants can put their head on the stone in the middle and say “I am the Chicken King (or Queen)” and this grants them the highest status in the game until some else completes the task without getting tagged. • To add some humor – participants must chant “The Chicken is not on the stone “ each and every time the chicken is not on the stone, with their hands and one foot in the air!
<p>Eyes Up Eyes Down</p>		<p>Stand in a circle. When the facilitator says “Eyes Down” all the participants look at the ground. When they say “Eyes Up” all the participants will look up at the same time directly at someone else in the circle. If 2 people are looking directly at each other, they both sit, or make a funny noise together and then sit.</p>
<p>Lemonade</p>		<p>Divide the group in 2. Ask each group to secretly come up with a place that the group is from and an occupation that they can mime as a group. Each team takes it in turns to start the round with the following questions and answers: - Q: “Where are you from?” A: (Answer where the team is from) Q: “What’s your trade” A: “Lemonade” Q: “Well show us some if you are not afraid” The group then mimes their occupation for the other team to guess in 15 seconds. Teams switch roles and repeat.</p>
<p>Pass the Stretch</p>	<p>Optional music</p>	<p>In a circle, one person starts a stretch that everyone copies. Continue until everyone has led a stretch and both sides of the body are worked, ie if someone does a left lunge, the next person should really do a right lunge.</p>

Zip, Zap Boing		Stand in a circle. With the right hand one person starts a Zip going to the left around the circle, each person passes the word zip around, until someone changes it to Zap which takes it the other way. Boing directs it at someone across the circle.
Rock, Paper, Scissors Evolution		Good old rock, paper, scissors but everyone starts out acting (and sounding?!) like an egg. The winner of a set of 3 then acts and sounds like a chicken and finds another chicken to continue playing with, the winner then becomes a super hero. Each time a person loses a round, they go back one evolutionary level.
Minnesota Handshake		Collect the group in a circle. Explain that you want to teach them some special greetings from the USA (or other parts of the world). Then you demonstrate one of the handshakes (make them up, the crazier the better). After you teach the greeting, then ask everyone to go up to someone in the group and greet them that way. After several of these greetings, then you have the group try to go back and go through all the greetings with the people they met as fast as they can.
Vegetable Patch / Fruit Salad		Have participants stand shoulder to shoulder in a tight circle. Each participant must choose a different fruit or vegetable name. The object of the game is to be the last person in the veggie/fruit patch – because this means that your fruit or vegetable has taken over the patch. Members are out if they laugh, smile, show their teeth, or call someone by the wrong veggie/fruit name - at any point in the game. To start, one member will say their name twice and someone else's name once (ie. Broccoli, broccoli, banana). The person who identifies as the banana will then continue in the same manner. Participants must make eye contact each time they speak, as well as address other players by the correct names. Once out, participants will try to distract and make playing members laugh from the outside of the circle, without touching them (i.e. no tickling).
Animal Bopity - Bop		The person in the center of the circle (person A) will look and point at a member in the circle (person B) and say “ bopity bop bop bop” and before person A completes their sentence, person B must say “bop”. If person B is too slow then they will trade spots with person A. Person A can also point to someone and say “ Elephant 123”. This person then has to make the elephant trunk with his arms while the players on either side of him make elephant ears with their arms. A variety of other animals can be used such as: rabbits, monkeys, leaping salmon, or lobsters. Having the kids make up their own actions is a great idea too!
Affirmation Circle		The group stands in a circle with one person in the middle. The person in the middle says something about himself or herself that is unique or something that the group doesn't already know about them. The group

		will then affirm that person's statement by slapping their knees twice, clapping their hands twice, snapping their fingers twice and then saying "yeah" - all together in unison. When someone else is ready to share, they will trade spots with the person in the middle.
NAME OF GAME	MATERIALS	DESCRIPTION
Tiny Teach		Split the group into partnerships. Explain that each person has about 2 minutes to teach the other person something, anything, that they could then teach to the rest of the group. It could be a secret handshake, a recipe, a dance move, but something that you can teach in such a way that the person being taught could then teach the rest of the group. After 2-3 minutes, then the other person does the teaching. Then bring the group back together and ask for volunteers to teach what they learned from their partner. It is amazing what people know.