

## Icebreaker Ideas

*The following is a list of activities that can be played using very little room, very little set-up, and no special equipment.*

**Circle Name game:** The leader is in the middle of the circle and they say someone's name. That person has to duck down, and it is now a competition between the people on either side of the person ducking. Person A has to try and say Person B's name before B says A's name. The loser is out and the circle is one person smaller.

**Left palm open, Right finger down:** Get everyone in a circle and then have everyone put their left hand out in front of them and a little to the left. Now everyone takes their right pointer finger and puts it straight up and down in the person next to you's palm. The leader counts to 3...on three everyone tries to grab the finger in their left palm, but also tries to pull their right finger away from getting grabbed.

**Balloon keep-up:** Everyone gets a balloon and there is a defined area for this game. The goal is to keep your balloon in the air, while trying to knock other's balloons to the ground. Once your balloon hits the ground, you're out.

**Balloon Circle:** Everyone is in a circle and then there is a balloon between each person and the person in front / behind them. No one can use their hands, and the group must walk in a full circle without letting any of the balloons touch the ground.

**Name Games:** ball touch, name say, zap, drop the blanket, look up look down, etc.

**Cowboys:** Like Rock, Paper, Scissors. Leg tap, leg tap, move. There are three moves. Load, shoot, or block. If you don't load, you can't shoot.

**Partner Tag:** Pairs link arms and stay stationary. There is a cat that is working to tag the mouse. The mouse is fleeing from the cat. As this happens the mouse is allowed to link up with any of the people paired making the person not linked with the mouse the new mouse. Once the cat tags the mouse they trade roles.

**Everybody's Tag:** There is boundaries, everyone must stay in bounds. Everybody is it, if you tag each other at the same time they both are out. When you are out you must sit criss-cross but are still allowed to tag but they cannot move.

**Blob Tag:** One person is it and they must tag the rest of the group. As they tag others they become it also and must link arms with that person forming a blob until everyone is joined.

**Cat and Mouse Tag:** One person chooses to be the cat another the mouse. The other members of the group must stand in a circle. The cat must attempt to tag the mouse as they run through the circle. Each time as the mouse passes through two people they must link arms closing that space of opportunity.

**Sharks and Minnow:** Minnows start on one side, each round running to the other side. If a shark tags them in rout they become a shark. Sharks must tag all minnows

**Push:** Two people one foot apart facing each other feet stuck to the ground. First person to move a foot loses.

**Light Sabers:** two players shaking hands, thumbs linked, pointer fingers extended into light sabers. Without releasing hands players attempt to poke the other player with his/her light saber.

**Silent Football (Mr. Mayor):** Players pass the “invisible football” around the circle without talking. They pass the ball by left or right leg slaps or elbow points. If a rule is broken a player may address the mayor to challenge the culprit of their actions. By following the mayors strict rulings a verdict will be decided and a demerit will be given.

**Zip Bong:** Players sit in a circle, and are never allowed to show their teeth. When a player shows his/her teeth they are out. The two commands are “zip” and “bong”. Players pass the zip around the circle by saying “zip”, when a player says “bong” the direction is reversed. (smiling and laughing show your teeth)

**Pillar of Doom:** Begin with one person in the middle of a circle of kids who are holding hands. He is the pillar of doom. If anyone touches the pillar of doom, he/she hugs the pillar and becomes part of it. The winners are the last people holding hands the outside circle.

**Screaming Toes:** Standing in a circle each person looks down at another person’s toes. When the leader says, “look up!” the kids follow those toes up to that person’s eyes. If they are making eye contact with the owner of the toes/eyes both people scream. They then are out.

**Lift the Stick:** Lift a tent pole off the ground above your head, and then bring it back down to the ground. All members of the group must keep a finger touching while lifting the stick.

**Animal Game (Fruit game):** The group forms a circle. Each individual in the circle decides on an animal or fruit that they enjoy. Then there is one person in the middle. The group starts going from one person to another anywhere in a circle. The way they pass is by saying “Mango to Star” so the person that likes mango will go to person that likes star fruit. Then it is the person that likes star fruit to go on with it and pass to another person. The fast it goes the hard it is for the person in the middle to figure out who is what fruit or animal.

**Still Pond:** There is one person in the middle that is allowed to choose three different movements such as barrel roll, lunges, or side steps. Then the person closes eyes counts to 15 and the game begins they reach out for people to tag and everyone else can only move the selected three moves that the person in the middle chose.

**Human Pinball:** There is a group of people in a circle all are spread apart by placing their feet together, making a hole in between their legs. Players hit the ball attempting to hit it through people’s legs. Using hands for defense, if the ball goes through their legs they turn around and play the game backwards. If the ball goes through again, they are out.

**People to People:** Away to create groups. There will be a leader in the group that will be calling out different similar items such as green shirt, or blonde hair. If the people have them they group together.

**The Indian Chief:** There is a group sitting in a circle. One leader starts to do an action such as slapping there legs, or clapping. While, the leader sends different actions there is one person in the middle trying to find the leader. So if you're the leader WATCH OUT!!!

**Hidden Signs:** Each person in a circle has a specific move. They must pass there move around the circle without the "it" person (in the middle) discovering who received the move as it is being passed.

**PDQ:** Going around the circle each player takes a turn jumping first. Once his/her feet have left the ground, everyone else can jump. (A jump consists of 2 feet up and 2 feet down at the same time.) When some one's foot gets stepped on, he/she is out. Be the last one in to win.

**Shockwave:** Two parallel lines of kids holding hands. The shockwave is squeezing hands from the front to the back. When the shockwave gets to the back, the last person in line stands up and screams. The first person knows to start the shock wave when the coin the counselor is flipping lands on heads.

**Poop Deck:** Three spots to be standing port, starboard, and poop deck (which is dropped to the ground). The captain calls out where to go, and the last one to get there is out.

**Bear Fish, Mosquito:** It's like rock, paper, scissors. Bear beats fish, fish beats mosquito, and mosquito beats bear. Take three steps turn and do the animal motion. If you loose, sit down. Winners find and play other winners.

**Mafia:** Town's people try to accuse and put to death the mafia man before he can kill a person each night (round). The game is narrated and run by the mayor who tell "towns people go to sleep". Then everyone closes his or her eyes. The mayor asks the mafia to "wake up" and point to the person he wants to kill. "Mafia go to sleep" the towns people wake up and talk to decide who the mafia man is. Then they make an accusation, and hold a trial for the accused deciding about the electric chair or not.

**Psychiatrist:** The group selects one individual to go away from the group till they call them back. While the one person is away the group decides on a disorder or condition that the entire group has, such as they all are afraid of people that wear polka dots, or they all have hands but psychologically they don't see them. Then the one person must come back and guess what the group has only by asking yes or no questions.

**Cross and Uncross:** The group sits in a circle one person puts sticks, pens or something of that shape crossed or uncrossed on the ground in front of them and decide if it is crossed or uncrossed. The hidden trick is as the answer isn't dependent on the sticks at all it is if the person's legs or arms are crossed. The circle takes turns to find the hidden secret.

**Build a Boat:** The leader has the students form a circle, then as they pass an object they say "I'm going to build a boat and my boat is going to made of," the students can decide on anything or make their boats out of anything. Once they say what their boat is made out of the leader will say if it floats or

sinks. The trick of the game is that they must use their manners and say thank you when the object is passed to them to make their boat float.

**The Emperor:** The leader tells a story, "I once met an emperor and talked and talked. We came across many things that he liked and didn't like. He said he liked dogs but not cats, he liked lakes but not water, and that he liked coffee but not T." The students must figure why the emperor likes what he does. The trick is that the emperor doesn't like anything that has the letter "T" in it.

**Hi Yah:** The group gets into a circle and there are four hand gestures. The first is a karate chop to the left. Then second is a karate chop to the right, the third is a truckers arm to the right and fourth is truckers arm to the left. If you use the karate chops to the left the person on your left must carry the karate chop and send it or they can reverse it by using the truckers arm. When doing to karate chop participants must say "Hi-YAH" and when using the truckers arm they must say "HA." If this isn't followed they are out.

**Ah So Gi:** This game is the same idea as Hi Yah but has three different movements, along with the three different words. "Ah" is a salute with the right hand to your forehead sending it to the person next to you on your left. "So" is a salute with your left hand to your chest sending it to the person on your right. "Gi" is putting both hands together like praying hands and pointing them to another person in the circle sending it across the circle. Pass it around, the faster you go the more likely someone will "oops" making them out.

**Super Ninja Game:** Each player in the circle has a move (ie "ninja kick") and they pass and receive the "sign" around in a rhythm. Say and do your move to receive it, then say/do someone else's move to send it to them. They receive it and continue to pass "it" around.

**Dragon Tail:** Each line of campers holding shoulders has a dragon head (the front person) and a dragon tail (the person in the back). Protect your dragon's tail from being tagged by the other dragon heads.

**Camouflage:** One person selects a tree and stands stationary with the tree and they have to be touching it at all times. Then that person counts to 25 with eyes closed the rest of the group goes and hides. When the person is done counting then they will try to see as many as they can and call out colors of clothing or names. Then that person will count again to 15 seconds with eyes closed and the group must pick a new spot closer to the tree and not be seen. Then the counter will try to find more people. The third count is 10 seconds and first one to touch the tree wins.

**Zap:** The group gets into a circle and there is one person that chooses be in the middle. The person in the middle will point to someone and then will say zap. Then the person on either side of the person that was pointed at will have to say each other's name as fast as they can. Whoever says it first wins and gets to stay in. Person that is late must sit down.

**Around The World:** get into a circle and let them know that we are going on a trip AROUND THE WORLD...but there is a certain order that we can travel. Nothing else matters other than the first letter of each country (they need to spell out AROUND THE WORLD)

**Party of the Three Green Trees:** We are having a party and each of you have of bring something. The thing that is brought must have double letters in it thrEE grEEn trEEs. (AKA Green Glass Door) You can bring your foot but not your toe.

**Alien Numbers:** Two or three sticks are needed. Set up sticks so that they are on the ground or table so that everyone can see them. They can be in any order or configuration you want them to be. Next to the sticks you put your fingers so they are making a number. The sticks don't matter just your fingers.

**Screaming Game:** Line the campers up in a shoulder to shoulder line. Tell them on "GO" start to run, as they run they need to scream as loud as they can. As soon as they stop the one breathe scream they have to stop running. See who can go the farthest.

**Johnny Whoops:** This is a game where they need to pay attention to the whole picture. Have them do exactly what you do. Say "Johnny, Johnny, Johnny, Johnny whoops Johnny whoops Johnny, Johnny, Johnny, Johnny." For each Johnny point to a finger and for each whoops go between the fingers. So if you started with the pinky it would be (pinky[Johnny], ring [Johnny], middle[Johnny], pointer[Johnny], down in between pointer thumb[whoops], thumb[Johnny], back down[whoops], pointer, middle, ring, pinky. All this can change every time because what really matters is that you fold your fingers at the end.

**Chicken, Chicken Who's Got the Chicken?:** For this game you will need a stick or something to pass. You have each person repeat after you "Chicken, Chicken who's got the chicken?" But before you say that when you first get the stick you clear your throat. That is the only part that matters. Do crazy things each time because the kids will mimic exactly what you do.

**Honestly Have You Ever?:** Can be either a musical chairs in a circle game or a tag game where you have to run from one side to the other without getting tagged. First person to get tagged is it. Have one person "IT" that person will say "Honestly Have You Ever?\_\_\_\_\_". They will fill in the blank with something that they have personally done before. If you can honestly say that you have done that same thing then you can run across or find another place. Whoever doesn't have a place is it. (# of people minus one to get the amount of spaces)

**CHOMP 14:** "It" person tries to spot and call out names of hiding/ running campers. Those campers must touch all the buildings in the area (14 in all) without being called out.