

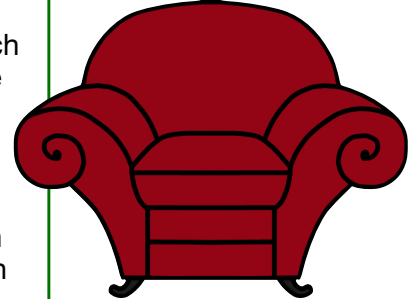
# Icebreakers



## My chair

Everyone's chairs are in a circle. One person is in the middle which leaves an empty seat. Moving clockwise, the person moves to the empty seat saying 'my chair'.

The third person needs to say the name of someone in the circle. The named person must leave their seat and move to the new seat, leaving another empty chair which starts the process again. The person in the middle is trying to get a seat. If the third person calls 'my chair' instead of saying someone's name then they go in the middle.



## Find the Gap (Circle Game)

You need a ball and space for everyone to stand.

Everyone stands in the circle, legs open with their feet touching each other. The idea is to get the ball in between the legs of people in the circle. People have to use their hands to stop it. If the ball goes through once they can only use one hand from that point. If it goes through twice they are out of the game and must leave the circle.

## Big Guess Who?

Split the room in 2. Name the teams A and B. Get a volunteer from each team. Get them to leave the room. Each team must then pick a person without letting the other team know who it is. The volunteer from team A is to guess who? for team B and volunteer from team B is to guess who? for team A. They are invited back into the room and can ask 1 question at a time. When they ask e.g. Do they have glasses? If the person does have glasses, everyone NOT wearing glasses must sit down. You keep going until one team guesses the correct person.



## Cut the Cake

Get everyone in a circle. Have a leader in the middle. At random points they put hands together up in the air and 'cut' in between 2 people shouting 'cut the cake'. Once you do this, the 2 people are to run round the circle and first to get back to their position is the winner.

## Screaming Toes

Get everyone in a circle and tell everyone to look at the ground and to focus on someone's toes. After 3, everyone lifts their heads and looks at the person whose toes belong to. If you aren't looking at each other then do nothing, but if you make eye contact, you have to scream and the first person to scream wins and the other person is out.

## Bring me

Split the group into 2 teams. Give each person in the team a number. Then the leader at the front shouts out 'Bring me...' and includes an item and the first person to bring the item to the leader gets a point for their team. Play to a score or until people get bored.

Some examples include; someone else's shoe, a pen, a note from Mr <insert teacher name>, headphones

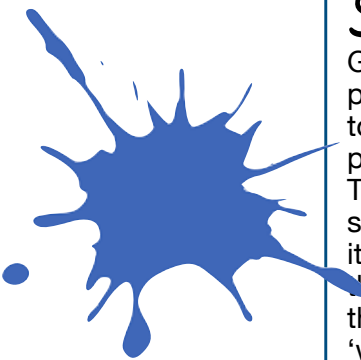
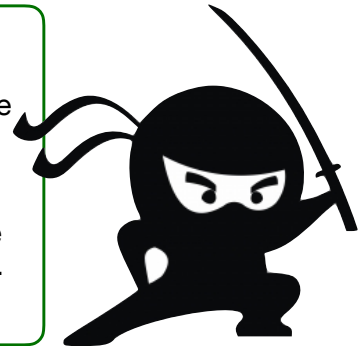


## Amoeba

Get everyone into a circle. Place an object e.g. a chair in the middle. Everyone must hold hands and the leader shouts go. At this point everyone must run in a clockwise direction and the idea is NOT to hit the object in the middle, if you do you are out.

## Ninja

Get everyone in a circle. The leader will shout 'Ninja' and everyone will jump to a new position taking up a 'ninja pose'. Start with someone and move in a clockwise direction with each person taking a turn. With their turn they are to try and hit either arm of a person close to them with one swift movement (no more than one is allowed). If an arm is hit, they lose that arm. If both arms are hit. They are out. Last man standing wins.



## Splat

Get everyone in a circle. Have someone in the middle. When they point to someone, then the people at either side of that person need to pay attention. Their aim is to turn towards the person being pointed at and with their hands put together as a gun shout 'splat'. The person being pointed at must duck, if they don't duck before someone shoots and shouts 'splat', they are out. If the person ducks, it is the person who is second to say 'splat' with their 'gun hands', that goes out. And you keep doing this until you have 2 people. It then goes to a 'showdown'. Place the 2 people back to back and say 'walk', it is up to the leader to shout 'shoot' and the person who turns with their 'Gun hands' and shouts 'splat' is the winner

## Odds/Evens

Place people in pairs. Same set up as rock, paper, scissors except you can only put 'one finger' or 'two fingers'. Before you say '3, 2, 1 and show, you must first decide who will be odds i.e. if odds gets shown they win, and who will be evens i.e. if evens comes up they win. They then say 3,2,1, shoot' and both can show either one finger or two fingers. If the total sum shown is an odd, then the person assigned odd wins and if the total sum is an even number then the person assigned evens wins. You may want to play best of e.g. 3 A Maths Teachers favourite!

