



## Ice Breakers and Team Building Games

Ideal for Monday after camp is set up

Little Known Fact – everyone stands in a circle and shares an unusual or funny fact about themselves. A twist on this is to have people tell the group 3 fun facts about themselves but one is a lie. Everyone must figure out which is the lie.

Sit down if... - everyone stands in a circle, the leader then asks some silly questions and people sit down if they answer yes to the question. They can be strange or random as you like. Here are a few suggestions to get started:

- Sit down if you have eaten chocolate today
- Sit down if you are wearing purple
- Sit down if you were born in September
- Sit down if you have blue eyes
- Sit down if you are the youngest child
- you have had broken a bone
- gone for one week without TV
- can speak more than one language

Defuse the bomb! – put a container holding some small edible treat in the middle of a space. Create a taped off “Quarantine” area surrounding it. The patrols must find a way to retrieve the container without touching the ground inside the taped – off area. Provide or suggest a variety of materials including ropes, paper plates, sticks or other items from around camp to help them achieve the task.

Teeth (I promise it is COVID safe)- Everyone sits in a circle. Each player chooses a fruit or vegetable. Player A says their fruit/veggie, then the player's fruit/vegie that they want to pass it on to... ie Player A says "Strawberry strawberry, broccoli broccoli" player B says "broccoli broccoli, carrot carrot"... and so on.

What makes this game interesting is that you can't show your teeth at any point (which you do by pulling your lips over your teeth). If you do happen to show your teeth and get caught by anyone, you alert the group by screaming "teeth teeth" and flapping your arms at the player like wings (making sure you don't show your teeth in the process!). Depending on how you want to play, you can do elimination or points lost when teeth are shown.

If this gets too easy, get them to grab their tongue or something else to make it harder.

Played with the right group of people, this is an absolutely hilarious game. By substituting vegies with names, this could become a good ice breaker too.

Remember Me? – 2 patrols mingle for a few minutes to learn each other's names. The patrols then sit on either side of a tarp (not on the tarp) two leaders then hold the tarp up hiding both patrols from each other's view. Both patrols silently select one person to play for the round. This person then moves to sit in front of the tarp facing the other patrol. When the leaders can see both patrols are ready, they drop the tarp and the first person to correctly yell out the other persons name wins a point for the patrol.

Bang Bong - Have everyone stand in a circle, facing inward. Choose one person to be "IT", who stands in the middle of the circle. Armed with a "fake" water pistol (e.g., hands clasped together, index fingers pointing forward to form a pistol), IT points to any person in the circle and says either "bang" or "bong". If IT says "bang", the person pointed to must quickly put up their hands. If IT says "bong", the person does not move. Players are eliminated when a person puts up their hands on hearing "bong" instead of "bang". The faster the game moves, the more likely that people will get eliminated.

Defying Gravity – blow up 3 balloons. The patrols need to work together to see who can keep the balloons in the air the longest. Could increase the challenge by using feathers.

Human Scavenger Hunt - Break the large group into smaller groups of about six to twelve people each. Have each group stand or sit together in a place that is separate from the other groups but of equal distance from you - the leader who stands in the middle of the room.

Read one item from the list at a time. The team who sends up a person or group of people to you first that fits the description you have just given earns a point. For example, you might say "two people who have the same middle name" and within each group the members must talk, find out if any two have the same middle name, and then quickly send those people up to you.

The first group of people with the same middle name to reach you earns a point for their team. You may give a bonus point for different items if it applies - for instance, if a group has three people with the same middle name they may earn a point for this round even if they were not the first to get to you. The group with the most points at the end of the game wins.

- Two people who have the same first and last initials
- The person in your group who was born the farthest away from here
- Two people with the same middle name
- A group of people whose ages add up to 100
- A group of people whose shoe sizes add up to 40
- The person in your group who lives the closest to here
- A group of people who have attended school for a total of 65 years
- Two people with the same birthday month
- A group of people who can spell a word by putting together the first letters of their first names

- A group of three people who all have different coloured eyes
- A group of people who have been in Guides for 50 years

Two Extremes - A game of two extremes! This is a simple ice breaker to get people up and moving and sharing their preferences or views on topics. Create an imaginary line from one end of the room to the other. Instruct people to move to a point on the line to indicate where they stand on a particular issue. For example - move to the left hand side of the room if you like chocolate, the right hand side if you like strawberry. If people don't have a strong opinion they stand in the middle.

- Fold toilet paper or Scrunch
- Sleep in or Get up Early?
- Big birthday party or sleepover with friends?
- Justin Bieber or One Direction
- Would you rather go to a sports match or a concert
- Sweet or Savoury
- Do homework or do the dishes
- Facebook or Twitter
- Summer or Winter
- Surf or Skate
- Would you rather be beautiful or smart?
- Be taller or shorter?

When everyone chooses a position, read out the next one and everyone moves again. Kids love to express themselves, so this is a good game to get them to explore and express their opinions on some things.

### ZIP ZAP

Everyone stands in a circle. The leader explains to the group that she will be passing around some electric energy. The players may not hold the electricity for more than two seconds or they'll get burnt! The electricity can be passed by either "zipping" (pointing to a neighbour directly beside you in the circle) or "zapping" (pointing to a neighbour elsewhere in the circle). The goal of the game is to get the energy "zipping" and "zapping" around the circle as fast as possible.

## People Bingo

2 people from a city	Someone who is wearing Red	Someone who has brothers or sisters
Someone with a different pet to you	The youngest person in your group	Who has been in Guides the longest
2 people that attend school in a different way to you	Someone who plays the same sport as you	A leader that will be in charge of your meals this week

### References

<https://funattic.com/11-icebreakers-teens/>

<https://youthgroupgames.com.au/collection/top-ten-icebreaker-games/>

And program share folder on SharePoint