

Icebreaker Activities

**LET'S GET
TO KNOW
EACH OTHER
THROUGH
ACTIVITIES!**





SHOULDER TO SHOULDER GAME



Students must line up in a straight line. They must be sorted according to their month of birth and the day of the month, from January to December. The game is made more difficult by the fact that pupils are not allowed to talk while they are sorting, but they can communicate with each other in other ways (gestures, facial expressions, sign language). The team that takes the shortest time to get the queue in order wins.

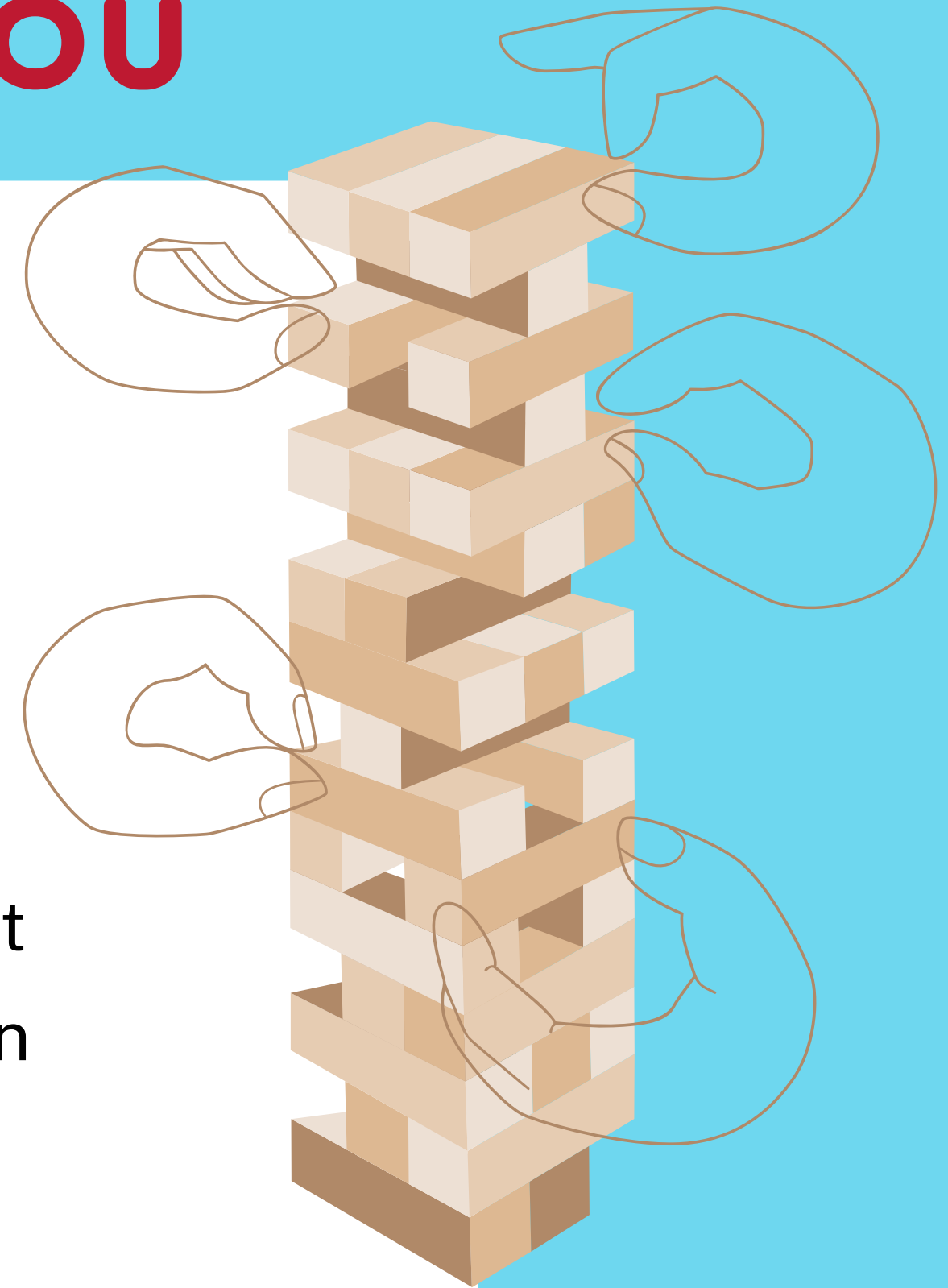


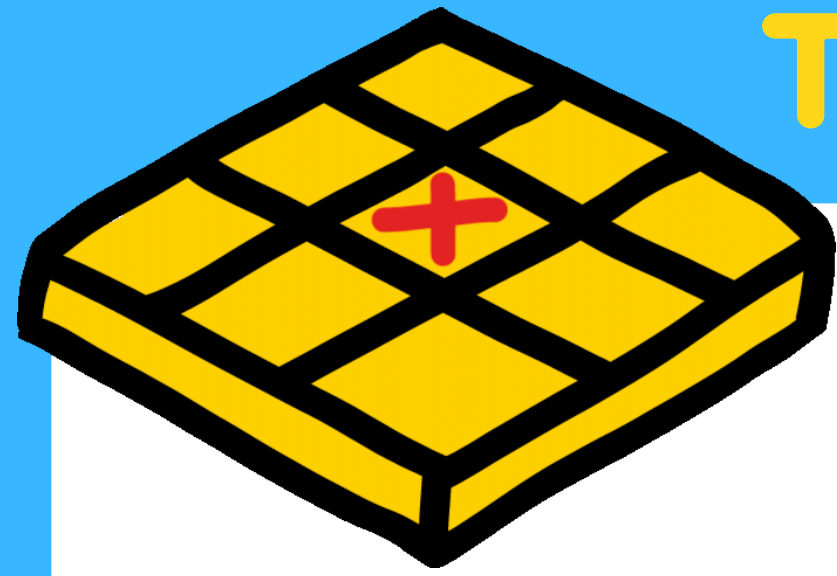
GETTING TO KNOW YOU



Each team receives a question bag and a JENGA game.

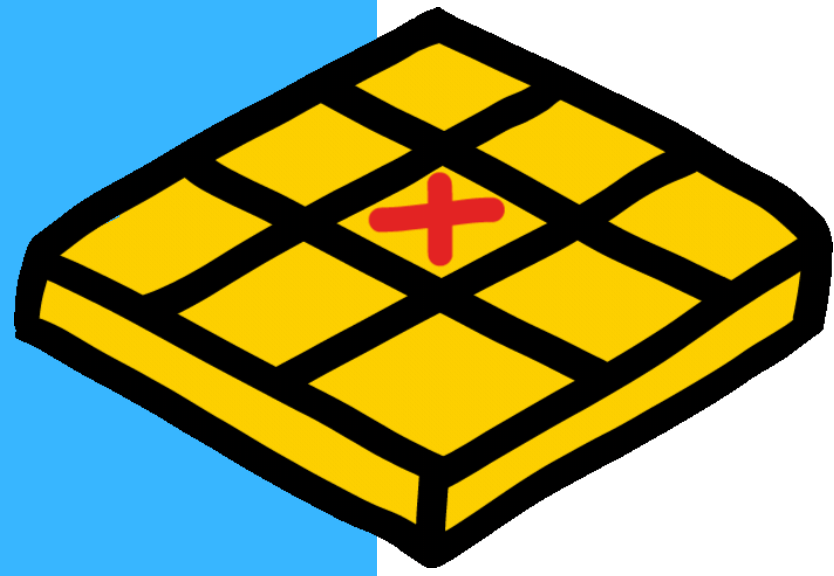
Our game starts with a player pulling a question from the bag, answering it and making a move in the JENGA (column). The other students continue the game in the same way. The team that answers the most questions wins. The group game ends when the column is knocked down. The game manager counts the number of questions that have been pulled out.



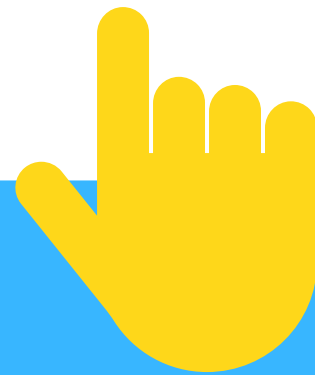


THE HUMAN TIC TAC TOE GAME

- 1 The playing field consists of nine chairs.
- 2 It needs two groups of players. One group represents the crosses and the other group represents the circles (pointing with the hand).
- 3 Each group is lined up against the playing area, with each group on the other side of the field.
- 4 Each player in the group has a number.
- 5 The game starts with the game manager (teacher) calling one of the numbers given to the players. When a player from each team hears his number, he runs as quickly as possible to one of the chairs, sits down and shows the sign he has (a cross or a circle). The player who was faster and showed the sign with his hands above his head stays in the field, the other player goes back to his group.



- 6 The game manager (teacher) calls out the numbers and the players in each group try to line up three identical signs (vertically, horizontally or diagonally) with their bodies. When this happens, that group wins.
- 7 If the chairs are full and no group wins, the game is a draw.



DOODLE CHALLENGE, BACK 2 BACK GAME

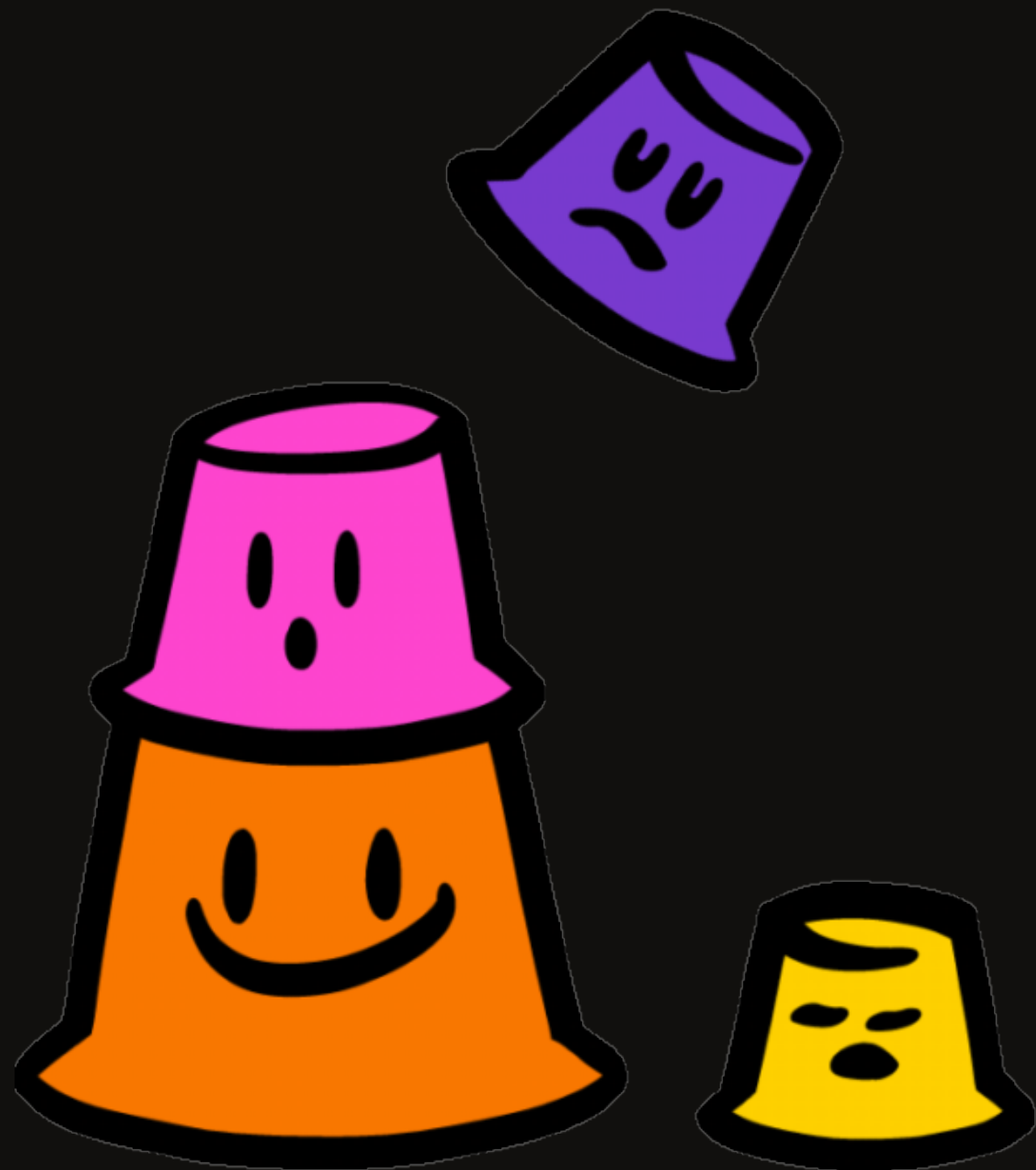


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The pupils form a column. The game leader whispers to the starting player word to be drawn, **with a finger**, on the back of the pupil in front of him. The drawing moves from pupil to pupil in the column. When the drawing reaches the first player in the column, the first player will draw the picture on a piece of paper with a crayon. The team that publishes the closest image to the starting picture wins.



SPEED CUP STACKING



The aim of the game is for each student in the group to build and break down three small pyramids in the shortest time possible.

The game manager will demonstrate the game.

The pupils stand in a column in front of the table. On the table is a mat with a clock and cups. Before the game starts, the first person in the group switches on the clock and starts setting up the pyramids.

Each pupil in the group sets up and breaks down the pyramids as demonstrated. The last pupil finishes the game by switching off the clock after his/her last move. The team that took the shortest time to set up the pots wins

