

## Icebreakers

Any of the below activities can be used when you are with a group and have time which you need to fill or are looking for inspiration on team building/activities which can help pupils get to know each other.

### **Zip Zap Zop**

The first player claps their hands, says "Zip", and points at another player in the circle.

The player that was pointed to must immediately clap and point at someone else in the circle (including the previous player), saying "Zap". The third player continues the pattern, this time using the word "Zop".

The pattern of words repeats, going: "Zip", "Zap", "Zop", "Zip", "Zap", "Zop" etc. If anyone hesitates or says the wrong word, they take a strike.

Three strikes and a player loses, which ends the round. Try to play the game with some speed to increase the chances of a mistake.

### **Fruit Salad**

This only works with smaller groups, there should be enough chairs for all but one of the participants. The person not sat should stand in the middle of the circle and think of something to make people have to swap places.

For example "if you're wearing shoes". Then everybody wearing shoes would need to swap with somebody else in a different seat. The idea at the point everybody is switching the person the middle should be able to find a seat and then a new person is in the middle.

### **Around the World**

This is a speech only game and can be played sat down. You take it in turns to name different countries around the world. The trick to the game is they are going A.R.O.U.N.D T.H.E W.O.R.L.D so as an example they're only allowed to go to a country starting with A first, then R then O etc. So you would say "I am going around the world and I am going to... Algeria".

If a pupil/student guesses wrong you just say they can't go there then move to the next person, the game is over when you either get through the whole phrase or when everybody in the room knows what the aim of the game/how to guess correctly.

### **Happy Sunny Valley aka Green Glass Doors**

Similar to the last game, you can play this sat down and its speech only. Everything that is a correct answer in this game has to have double letters in the middle e.g. Sheep, Cheese, Squirrels etc.

An example answer would be in the happy sunny valley there is Cheese but no milk, Geese but no ducks, Bells but no towers, Pools but no water etc.

You always have to say there is \*correct answer\* but no \*related incorrect answer\*

### **I'm going to the shop and I'm going to buy...**

This is a memory game where you have to see how far you can get before the students can't remember all the items.

For example:

1st Person: I'm going to the shop and i'm going to buy some bread

2nd person: I'm going to the shop and I'm going to buy some bread and milk

3rd person: I'm going to the shop and I'm going to buy some bread, milk and biscuits.

...

### **Two Truths & a Lie**

Think of two truths and a lie and have the pupils try to guess which are facts and which aren't, students can also think of their own if they wish.

### **Articulate**

Similar to a spoken version of charades you need to describe something without saying what it is, you aren't allowed to say anything that rhymes with it or be too obvious as to what it is.