OP 110 - Opening Icebreaker.docx

OUTDOOR PURSUITS 110... Getting to Know Everyone

INSTRUCTIONS NAME:

Get to know your classmates and Mr. <u>Hallihan</u> by finding signatures that confirm each experience. The person that signs off must provide some more details on the experience.

Experience	Signatures	
I have tubed on the Miramichi River.		
I have a dog.		

Birthday Line Up

Home | Camp Activities | Birthday Line Up

This is a great team building or ice breaker activity.

Inform that group that they can not talk from this point forward until you give them permission.

Have the group get in a line.

Tell them they must, in silence, get in order by height.

Once they successfully compete this challenge, you can give the following line up tasks: line up by birthday month, first name, # of years at camp, etc.

Giants, Wizards and Elves

<u>Purpose</u> This is a team approach to the ancient game of ROCK, PAPER, SCISSORS. It is a great game to use with a group to get acquainted and encourage communication and teamwork.

<u>Procedure</u> The key to the game is that wizards cast spells on giants, giants squish elves, and elves are small and quick and outsmart wizards.

The game begins with teams huddling together, deciding which creatures the team will be. The entire team must be the same creature at the same time. As soon as the teams have decided on their creature, they line up face to face with the opposing team, in rows about four feet apart. On the leaders command team members jump to their pose. A point is scored on the basis of which creature beats which. If both teams form the same creature, no point is scored and teams return to their huddle to decide their next team move. The first team to score 5-7 points wins. Keep games short. Sides can be scrambled, and the game played again to avoid any emphasis on competition. Motions: <u>Giants</u> - Stand tall. Arms straight over head. Fingers curled ready to grab. Voices give a loud "growl."

<u>Wizards</u> - Crouch slightly. Arms extended, fingers extended to cast spell. Eyes lurk behind arms. Voice a wizardry "hiss."

<u>Elves</u> - Crouch down on haunches. Hands and arms in front puppy style. Voice one loud "ha."







OP 110 - Opening Icebreaker.docx