

ICE BREAKERS or FILLERS GAMES

A collection of short activities to help campers connect with each other, that can also be used to refocus a group which has become distracted or needs a break.



Solemn and Silent

Ask campers to pair up and stand back to back. On the count of three, everyone must face their partner, look each other in the eyes, and then try to remain solemn and serious. No speaking! The first to smile or laugh must sit down. All who remain standing then take a new partner and the activity continues until only one person has not smiled or laughed. If you get a pair at the end who are both keeping a straight face, the rest of the group can act as hecklers to disrupt them.

Hula Hoop Passing *Team Building

Organise campers into a circle holding hands. One hula-hoop is placed so that 2 people are holding hands through the hoop. The goal is to move the hula hoop around the entire group without breaking any grip. The group has to pass the hoop over their bodies onto the next person. Variations might include recording the time and trying to beat it or having two hoops (one clockwise and the other anti clockwise).

Team Versus the Wall *Team Building

Ask two group members to hold a rope at about four to five feet above the ground. The object of the game is to get everyone over the rope. No one can go under the rope. Before you start transferring people over the wall, you meet as a team and decide how to get everyone over.

Knots *Team Building

Get campers into a circle and have them reach across and grab other's hands. They cannot hold the hand of either person next to them, or hold hands with only one person. Then they have to un-tangle themselves without letting go. Record the time it takes and then try to beat it or get campers to do it without talking.

Back to Back *Team Building

Ask campers to find a partner of approximately equal height and weight. The partners will lock arms with their backs to one another. With arms remaining locked at all times, the partners will sit down on the ground, kick their legs out straight, and try to stand back up. Then groups of four will try the same thing. Then groups of eight.

Animal Game

Get each person begins by selecting an animal, and a noise and action associated with that animal. For example, Elephant: Hold nose and make a trunk with arms, and make elephant noise! Snake: Join arms together, twist them like a snake and go Hiss. Once everyone has their animal sit everyone in a circle. Pick one animal (such as giraffe "Chomp, chomp!" or Lion) to be the most "senior" of all the animals. The positions get more 'junior' as you go around the circle in a clockwise direction (eg a slug) The aim being to get to the top seat. The game starts with the senior person making their noise/action, then the noise/action of another animal. It then becomes that animal's turn to make their noise then that of another animal and so on. The turn ends when someone makes the wrong noise/action or doesn't respond within 3-5 seconds. That person moves to the most junior of the positions and everyone moves up one seat.

Trains / Chicken game

Get everybody to lie down in a circle with their hands in front of them. They can be on their elbows. Everybody puts their right arm over the person's next to them, making it so that everybody has 2 hands in between their own.

A person is chosen to start. That person slaps their hand on the ground once, then the person to their right does the same thing. If they want to, they can slap their hand twice, causing the direction to reverse.

If a person slaps their hand down when it's not their turn, they're out and they remove one hand. Players continue until they have no hands in the game anymore.

Alternatively a sillier version of the game can be played, called the Chicken Game. The aim is to still send the rhythm around the circle. However, instead of using hands on the ground players place their hands over their eyes like binoculars and make a 'buck' sound when passing it around.

High, Lows, Challenges

Go around the circle, asking each group member to say one sentence to explain the high of the day, the low of the day and the challenges of the day.

Mood Indicator

Bring plain sweet biscuits, icing and lollies. Ask campers to decorate their biscuit to show their mood.

Silly Squares *High energy

Make a large square on the floor with masking tape or chalk. The size of the square will depend on how many people are playing. Everybody gets inside the square boundary. Each person has to stand on their right leg only while holding their left leg up with their right hand. Their left hand must hold onto their right ear lobe. Once the game begins everyone starts hopping. The goal is to get other people out by making them fall, drop their ear lobe or leg, or by pushing them out of the square. The last person left wins.

Blanket game *High energy

Have campers get into a circle and hold hands, surrounding a blanket which is folded up. The aim is to avoid touching the 'poison' blanket and drag others into it so they have to sit out. Each time someone sits out the blanket is folded out.

Naughts and Crosses *High Energy

Set nine chairs up like a naughts and crosses board. Have two equal teams line up against opposite walls and organise themselves into groups of three. Call 'go', and the first group of three from each team runs to the chairs and organises themselves into three in a row. They can not make three in a row in the row closest to them and must all have their hands on their heads to win.