

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.

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.

Geometry Drill

This icebreaker will help group members understand what it takes to lead a group. It will also give kids a chance to get to know each other better by seeing how each person takes charge. Everyone in the group takes a turn leading the group through, and participating in, a simple drill step. Instruct each person about what their leadership task is and determine when their task has been accomplished so you can move to the next person in the circle. Read one of the following instructions to the first leader. Repeat the process for each leader.

1. Lead everyone in standing in a perfect circle.
2. Lead everyone in standing in a single, perfectly straight line.
3. Lead everyone in standing in an equilateral triangle.
4. Lead everyone in standing in a square.
5. Lead everyone in standing in a pentagon.
6. Lead everyone in standing in a five-pointed star.
7. Lead everyone in clapping once, then in the formation of a single straight line.
etc.

After the crowdbreaker, use the following questions to help kids explore the nature of leadership. Ask: What was frustrating about this activity. How easy is it to lead others? Read 1 Corinthians 9:19-23. How important is it for a leader to adapt to the needs of the group?

Lifesize Battleship

Split your group into two teams. Setup the room with a divider down the middle (like a sheet) and play life-size battleship. Have people lie down on the floor like battleships and use a beach ball as the bomb. One person from each group is designated the thrower. If the ball hits someone on the full, their ship sinks. The object of the game is to knock out all ships from the opposing team.

Caterpillar Race

Form teams of equal size, with five to seven players on each team (3 also works). Have kids think up one-syllable names for their teams. Then line teams up next to each other behind a starting line.

Instruct team members to place hands on the shoulders of the team members in front of them and race to a finish line according to the following rules of movement: The first person in line may hop one step forward. Continue down the line until the last person in line hops one step forward. After the last person hops, he or she must shout the team name. Then the whole team may hop one step forward at the same time. Repeat this process to move the caterpillar along. Players must keep their hands on the shoulders of the team members in front of them at all times during the race. Players may move forward only by hopping one step forward with both feet at once. If a team member breaks any of the above rules, it must return to the starting line and begin again.

Copycat

Start by getting everyone in the group to stand in a circle facing inwards.

Then pick one person and send them out of the room. Whilst they are out of the room, appoint a 'leader'.

This person is the one who (in a minute) will lead the room in various movements (eg stamping feet, spinning, standing on one foot, dancing, singing, etc). Everyone else in the circle must mimic the leader, without giving away who the leader is.

Bring the person back into the room, and commence the game. It's quite funny watching everyone mimic the leader (especially if they pull some crazy manovours :)

The aim of the game is the for person who was sent out of the room to guess who the leader is. They get three chances to guess it right.

The leader then becomes the 'guesser' and the game continues!