

# Indoor Games/Icebreakers:

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## TOILET PAPER

*Equipment: toilet paper or another variation*

Hand out the toilet paper roll. People grab as many squares as they want. The delegates are not told why they are taking the squares, or they may be told that this is all the toilet paper that they will be allowed to use for the week. Once everyone has his or her squares, you explain that with each square you have, you tell something about yourself.

*Variation:* Rather than toilet paper use candy

*Variation:* At some camps kids have done this exercise before. If you find that they are taking very few squares or candies, tell them to do 20 or 15 subtracted by the number of squares that they have.

## BINGO

*Equipment:* enough pre-made bingo cards for all participants

Each person is given a bingo type card and given 15 minutes to fill the squares with people's names. Then the leader calls names from the camp list until someone gets a bingo (blackout, line, etc., depending upon time). A large group of people is preferable for this game.

Example:

Can Speak a foreign language	Has been on TV	Has traveled to at least 5 other provinces	Would bungee jump if the chance occurred
Grew up on a farm	Has traveled by train	Has an unusual hobby	Likes to read books
Has traveled far and wide	1 <sup>st</sup> year in 4-H	Has blue eyes	Knows how to dance the tango
Has been to a major play in a big city	Will eat spinach	Looks most like you	Plays a musical instrument
Has performed on stage	Likes to ride horses	Likes roller-coasters	Knows someone famous
Has many siblings	Has been to the Parliament Buildings	Has a nick name that they like	Owens a neat toy

## **WHO ARE YOU?**

*Equipment:* paper, pens, pins or tape

Younger groups will enjoy this. Pin a slip with a name to the back of each player. Give each player a pencil and paper. The object is to find out and write down the names of as many other players as possible without letting others read your name.

# Outdoor Games/Icebreakers:

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## **I SALUTE MY NEIGHBOURS WHO...**

First, have everyone sit in a large circle, with one person in the middle. The person in the middle says, "I salute my neighbors who..." Then say something that some of the campers have in common i.e. brown hair, green socks, earrings...Then everyone with brown hair or whatever is called, runs for a different seat in the circle. Whoever is left standing is the new person in the middle and repeats the game. Each time a player enters the middle of the circle; have them briefly say something about themselves (their name, where they are from, their hobbies, etc.)

## **FOX AND THE RABBIT**

The players are divided into groups of threes and are scattered into groups around the playground. Two of the three form a "home" by facing each other and joining hands. The third one will be the rabbit and will simply stand in this house. In addition to these groups of three, there should be two extra players, a homeless rabbit and a fox. The fox starts the game by chasing the homeless rabbit around and around the groups. When the rabbit has grown tired, he may go into one of the homes and at once the rabbit that was already there must leave, and fox now chases this rabbit. When the fox catches the rabbit, the two change places.

*Variation:* The two stationary "home" people may also just stand side by side and hold hands, or simply lay on the ground side by side. The rabbit then links onto one side of the pair by grabbing a hand or lying on the ground beside the pair, and the person on the other side is bumped off and becomes the rabbit.

Note: It works well if there is more than one homeless rabbit careening around.

## **BALLOON BURST**

*Equipment:* One balloon for every two delegates, one piece of string for every two delegates, one large rope.

*Time:* Variable

*Preparation:* Tie every two delegate's legs together and attach a balloon to each pair. Make a large circle to create a boundary with the rope.

*Procedure:* The purpose of the game is to pop every other team's balloon. The winning team is the team who has a balloon left over.