

Activity Fun Ice Breakers and Games

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Where's Teddy?

All sit in a circle with eyes closed. One child walks around the group very quietly and puts a teddy bear or soft toy behind a person's back and then goes to sit back down. Eyes still closed, the other children say if they think the teddy is behind them. All open eyes and check. The person who has the teddy behind them, now takes a turn to place the teddy behind somebody else.

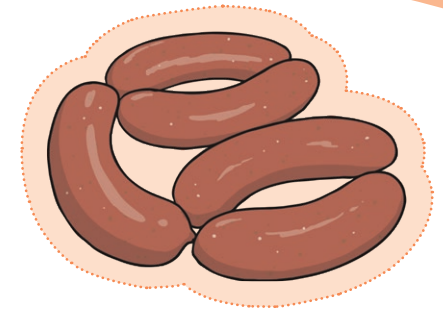
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Keeper of the Keys

All sit in a circle. One player is blindfolded and sits on a chair in the circle. A set of keys is placed under the chair and another child is selected. They have to get the whole way round the circle and then retrieve the keys. The 'keeper' has to point out where they think the child is. If they are successful, another child has a turn.

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Silly Sausages

One player stands at the front with their eyes closed and their back to the group. Another player in the group says 'silly sausages' in a silly voice. The player standing up has to guess who it was.

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"I went to the shop and bought..."

All sit in a circle. One player starts by saying "I went to the shop and bought..." They choose an item to say. The next player has to say the same thing as the player before and also add another item to the list. This carries on for as long as possible.

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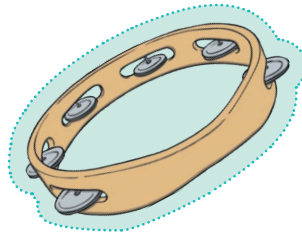
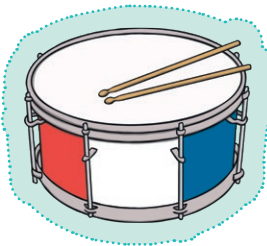


Spot the Difference

All sit in a circle. Three players go into the circle. Everyone else has to look at them. The three players go outside the room and change something about themselves. When they return, the other players have to say what is different.

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I Do, You Do

All sit in a circle. Each player has a musical instrument, claps or uses voice. The teacher taps out a 2-beat rhythm. All players copy this. Then a 3-beat rhythm is tapped for players to copy. If players make a mistake, they are out of the game.

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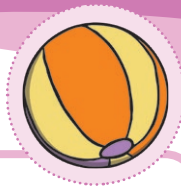
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Pass the Smile

All sit in a circle. One person is chosen to start. They smile at someone and they then pass the smile on to someone else. By the end, everyone is smiling!

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Roll the Ball Circle Game

Sit in a circle with a ball. The adult begins by holding the ball and saying their own name for the children to hear. The ball is then passed around the circle, with each child saying their name whilst holding the ball and then passing it to the next child. When the ball has completed a full circle, the teacher then rolls the ball to a child, saying their name and they roll it back to the teacher saying the teacher's name. When each child has had a turn at this, they are then able to choose who they roll the ball to, saying the name of the child they want to receive it. If they can't remember that child's name, they can be encouraged to ask their name.



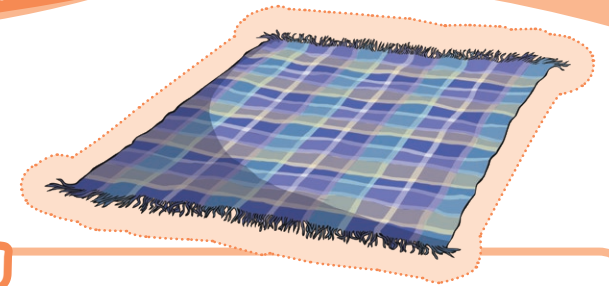
Web of Names Circle Game

Sit in a circle with a ball of string or wool. Encourage a child to hold the end of the wool/string and then pass or roll a ball of wool or string across the circle, saying their name and the name of the person they are passing the wool/string to. This person then holds onto the wool/string before passing or rolling the ball to somebody else. This creates a 'web' effect as the wool or string crosses back and forth across the circle.



Swap Shop

The children sit in a circle. The adult says the names of two children and they jump up and swap places. A great way to keep children active and get rid of those wriggles whilst getting to know each other.



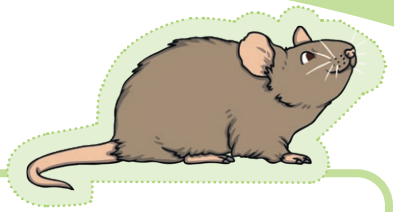
Bug in the Rug

The children sit in a circle and close their eyes. The adult taps one of the children in the circle on the shoulder and they move to the middle of the circle and are covered with a blanket. The children then open their eyes and sing, "Bug in the rug, bug in the rug. Who's that bug in the rug?" The children then look around the circle to see if they can work out who is missing.



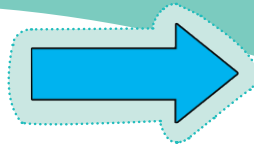
Hedgehogs

The adult asks children to move around the hall in a particular way, e.g. skipping, hopping or jogging. The adult then shouts "Hedgehogs!" and the children curl up in a ball on the floor. The adult then covers one of the children with a blanket and the other children need to try to work out who is under the blanket.



Squeak, Mousey, Squeak

One of the children sits in the centre of the circle (either curled in a ball so that they can't see, or wearing a blindfold). The adult then signals to a child in the circle, who creeps to the child in the middle of the circle, says, "Squeak, mousey, squeak," before returning to their space. The child in the centre of the circle then looks around the circle and tries to guess who it was, from the sound of their voice. If they haven't worked it out after a couple of guesses, the other children can then give them clues.



There's a Space on My Right Circle Game

Children sit in a circle with an extra space next to one of them. The child next to the space says "There's a space on my right and I'd like to invite...", asking one of their new classmates to join them. If they are unsure of the name of the person they'd like to invite, they are encouraged to ask them. That child then moves into the space and creates a new space in the circle. The child next to this new space now takes a turn to invite a classmate and this continues until all of the children have had a turn.



The Sun Shines Circle Game

The children sit in a circle with one child in the middle. That child chooses an attribute that some of the children in the class share, e.g. hair colour, eye colour or wearing an item of clothing. They then say, for example, "The sun shines on anyone who has brown hair." All of the children with brown hair then stand up and swap places. The child left without a space in the circle, takes their place in the centre and the activity is repeated using a different attribute.



Who Stole the Cookie from the Cookie Jar?

Gather the children in a group and ask everyone to close their eyes and sit with their hands open. Go quietly around the group and place a small role-play or paper 'cookie' into one of the children's hands. Ask all the children to close their hands and hide them on their laps or behind their backs. Once all of the children are ready, they can all open their eyes. A child is then chosen as the possible thief. The group then sing: "Who stole the cookie from the cookie jar?" The chosen child's name is added to the song: "Sophie stole the cookie from the cookie jar!" and the child and group sing the replies: Sophie: "Who me?" All: "Yes, you!" Sophie: "Couldn't be!" All: "Then, who stole the cookie from the cookie jar?" The song continues until the child holding the cookie is found: "Yes, it was me!" This child can then hide the cookie in the next round.