

## THEME

Contributing and  
Influencing

## SUB THEMES

Planning to Lead

## Overview

Leadership is all about working with people. Sometimes you will work with a group of people who do not know each other very well. The philosopher Plato said, "You learn more in an hour of play about someone than you do in a year of conversation".

This learning activity includes a selection of icebreaker activities. Icebreaker activities allow groups to get to know each other better.

Participants experience a range of icebreaker activities and choose the ones they would like to use with the group they are leading. Facilitators may use the activity Leadership Experience Reflection 2 so that Participants can reflect on how well they led the icebreaker activities.



## Leader Icebreakers

### Knowledge and skills

Knowledge of context, leadership style and roles, planning and organising, leadership method.

### Resources

- A selection of icebreaker activities from those provided
- Other icebreaker activities sourced from other resources
- Any specific equipment required for each icebreaker activity



## Grab the Beans

### EQUIPMENT

Beans in piles of 10. One pile per Participant.

### DESCRIPTION

Each player moves around the room, challenging one player at a time to guess if the beans concealed in their closed hand is 'odd or even'.

If the person responds correctly, they get the beans. If they respond incorrectly, they must give away the number of beans that were in the player's hand.

The object is to collect the most beans in a given amount of time.

A player is eliminated once they have lost all their beans.

Players are encouraged to challenge a different person each time.

## Have You Ever...?

### EQUIPMENT

Trading tokens (e.g. pasta pieces).

### DESCRIPTION

Each player is given tokens equal to the number in the group.

The first player makes a statement beginning with the phrase, "Have you ever...?"

This may be modified to suit the group, such as "In sport, have you ever...?"

For example, "In PE, have you ever played with a rubber ball?", or "As a manager, have you ever led a presentation?"

The first person is counting on other players to have done that particular task or activity.

Other players who have had the experience must give the 'statement maker' a token.

Now, a second person makes a "Have you ever..." statement and so on through the group.

Continue until everyone has made several statements.

Tokens are tallied at the end of the activity.



## The Grapes Game

### EQUIPMENT

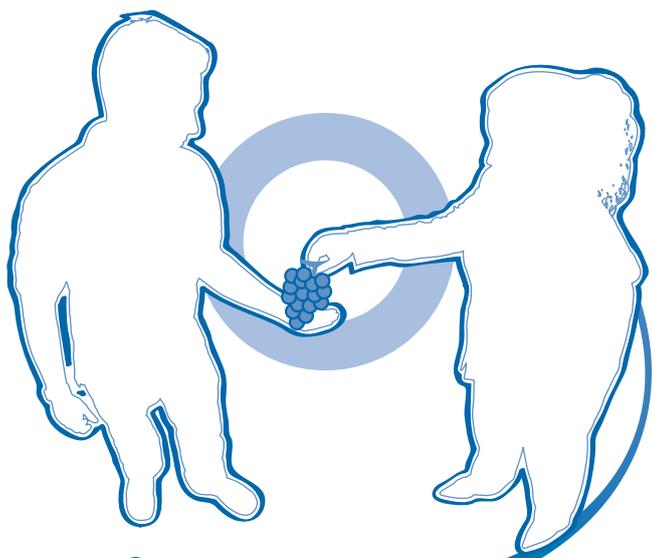
A bag of grapes or similar.

### DESCRIPTION

Pass around a bag of grapes and ask everyone to help themselves to as many as they like.

After the bag has been passed around, let the players know that they must give one bit of biographical or personal information about themselves for every grape they took – including any grape already eaten!

Players may present their information to another person or to the whole group.



## Introducing

The players partner up with someone they don't know.

For five minutes they interview each other and try to find out one really interesting fact about the other person.

When the group reassembles, the players will be responsible for introducing each other to the group. In a camp or appropriate situation, the following may work well for a humorous introduction:

- The person being introduced stands at the front of the group with their hands on their hips
- The person doing the introducing stands right behind the introducee and puts their hands through their bent elbows
- The introducer then does all the talking and provides the hand gestures
- Switch positions.

## Peg Tag

### EQUIPMENT

Three pegs per person.

### DESCRIPTION

Mark out a small playing area. Each player begins with three pegs, and must play inside the marked area.

The object is to get rid of your pegs by pinning them on others while at the same time avoiding being pinned yourself. At the end of a given time, the players with the fewest number of pegs are the winners.



## Wallet Contents

Take three items out of your wallet or from your bag and put them in front of you.

Introduce yourself. Then using each of the three items as references, tell a bit more about yourself by relating the importance of these items to you.

The items can be limited to one or two items.

## Moon Ball or Paper Ball

### EQUIPMENT

A piece of paper crumpled into a ball.

### DESCRIPTION

Standing in a circle, the player taps the ball in the air with an upturned hand and then they hit the ball to someone else.

The maximum number of taps per person is three before they must hit the ball to someone else.

The object of the game is to keep the ball in motion and off the ground.

Each player is given one 'honour' or error.

If you miss the ball or hit it out a second time, you are eliminated from the game.



## Magazine Scavenger Hunt

### EQUIPMENT

Plenty of old magazines and two pairs of scissors per team.

A list of items for each team to hunt.

### DESCRIPTION

Divide the group into teams, and give each team some magazines and two pairs of scissors.

On a signal, each team tries to find and cut out as many items from their list as possible.

The team with the most items within the time limit wins. Allow 10 minutes.

Suggested list of items for the hunt:

star	flower	mini-van	dog
wrapped present	diamond ring	skates	coupon
perfume	cookie	beverage	bicycle
desk	lamp	ball	hat
running shoes	candle	sun	bath tub
watch	suit	purse	cow

As a variation, the list may be oriented towards sports, or a holiday. The list may be focused on a theme such as items that describe the team.

## Doo Wacka Doo Wacka Doo

Make a circle and pick a Participant to stand in the centre as the 'Doo Wacker'.

The Doo Wacker's job is to call out someone's name and then say 'Right' or 'Left'. For example:

"Toby, right!" Toby then names the person on his right before the Doo Wacker can say, "Doo wacka doo wacka doo!"

If Toby says the name in time, the Doo Wacker calls on someone else.

If he doesn't, Toby then becomes the new Doo Wacker.

As a variation, the Doo Wacker can say something like, "Anna, four left!" and Anna must name the person four over to her left.

## Move If...

### EQUIPMENT

One less chair or seating space than the number of people participating.

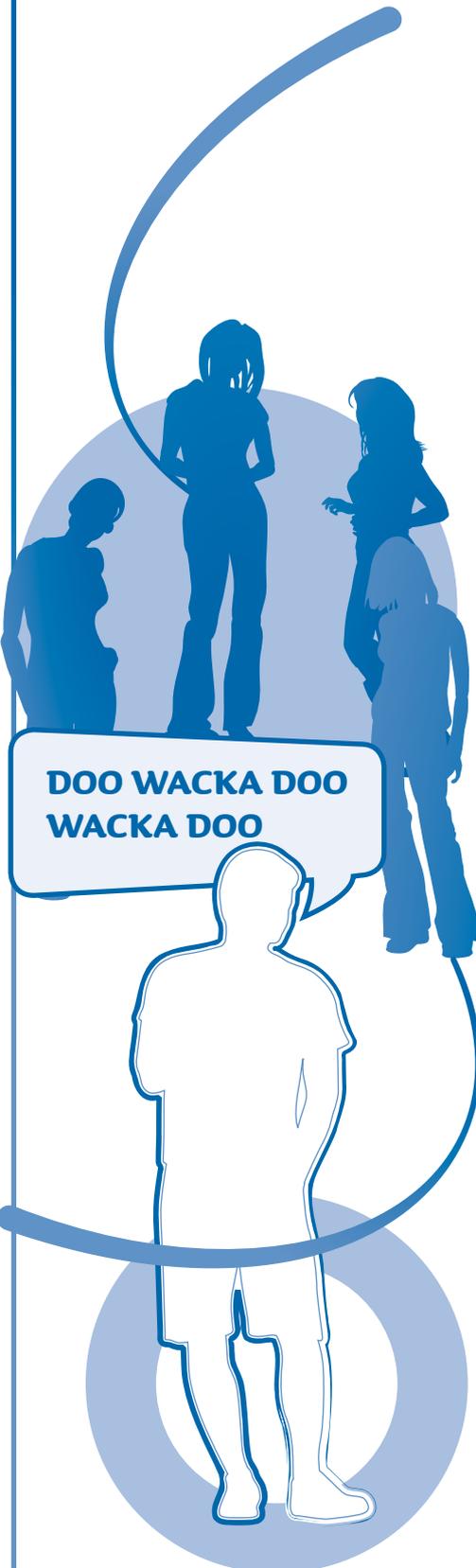
### DESCRIPTION

Everyone sits in the circle while the one person without a seat stands in the middle and makes a statement beginning with "Move if..." They complete the statement with something like, "...you wear glasses."

In this case, all the people who wear glasses must switch to a new seat.

The person making the statement then makes an attempt to sit in a vacant seat.

The person left standing must make up a new "Move if..." statement.



DOO WACKA DOO  
WACKA DOO



# The Meeting Game

The goal is for players to provide a different signature beside each characteristic.

The person who fits the characteristic must sign their name beside it.

The players can only ask people one question at a time.

Set a five-minute time limit.

Sample characteristics for the meeting game:

Someone who plays a team sport	
A coach of a team or individual	
The tallest person in the room	
Someone who is a middle child in the family	
Someone who referees in a sport	
Someone who was a leader last year	
Someone who likes to have fun!	
A person in the room who was born outside the province	
Someone who has been in a provincial representative team	

Facilitators can add to the questions and increase the time limit if desired.

