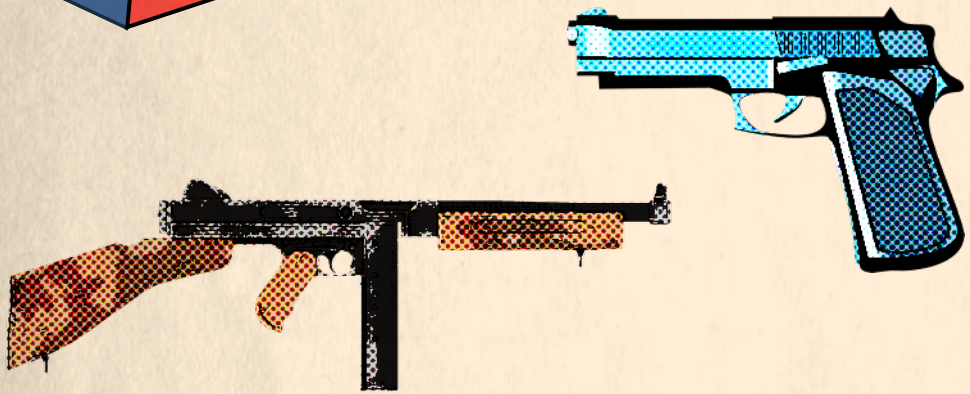


BANG BANG

ICEBREAKER ACTIVITY



INSTRUCTIONS

THIS IS A GREAT GAME TO GET TO KNOW EACH OTHER'S NAMES. ALL STUDENTS START BY GETTING INTO A CIRCLE; EACH ONE IS A COWBOY OR COWGIRL. FIRST THEY NEED TO TEST THEIR REVOLVERS BY SHOOTING THEM UP IN THE AIR. THEN THEY MUST CONCENTRATE AND WHEN EVERYONE IS QUIET, CALL ONE STUDENT'S NAME. THAT STUDENT NEEDS TO DROP TO THE FLOOR QUICKLY. HIS FELLOW STUDENTS SHOOT AT HIM AND IF HE'S NOT DOWN FAST ENOUGH, HE DIES (MAKE SOUNDS). IF THE STUDENT IS DOWN BEFORE A GUN IS FIRED, THE STUDENT WHO FIRED LAST DIES.

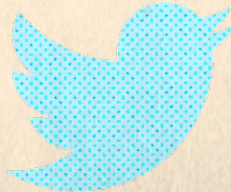
MAKE IT A RULE THAT FOR EVERY SHOT THERE SHOULD BE AT LEAST ONE VICTIM (THEY SHOULD ALL DIE IF THERE IS ANY CONFUSION ABOUT WHO SHOT FIRST).

REPEAT UNTIL ONLY TWO STUDENTS ARE ALIVE AND PLACE THOSE TWO BACK TO BACK IN THE MIDDLE OF THE ROOM, GIVING THEM A SIGNAL TO START WALKING AWAY FROM EACH OTHER. WHEN THEY HEAR YOU DROP A COIN, THE STUDENTS TURN AROUND AS FAST AS THEY CAN AND SHOOT EACH OTHER. AGAIN, THERE SHOULD BE ONE VICTIM, AND IF THEY'RE NOT SURE WHO SHOT FIRST THEY SHOULD BOTH DIE.

VARIATIONS CAN INCLUDE THAT A SHOT CAN ONLY BE FIRED AFTER A STUDENT HAS MADE A 360 DEGREE SPIN. ALSO THAT THE STUDENTS WALK AROUND AND WHOEVER GETS CAUGHT IN THE CROSSFIRE IS DEAD.



BreakAppz



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