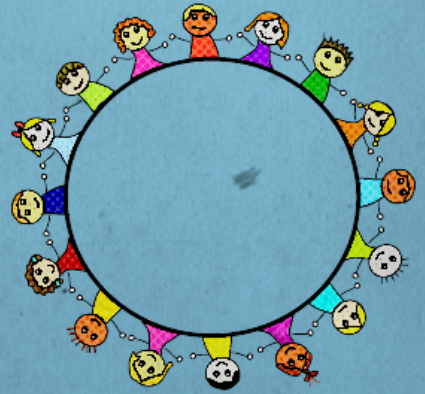
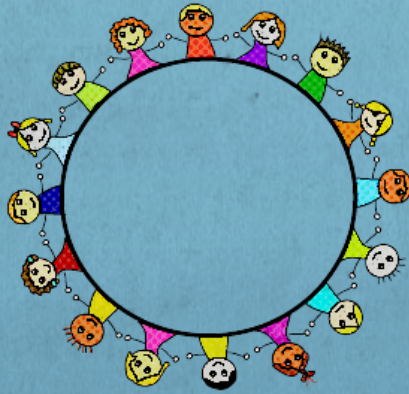
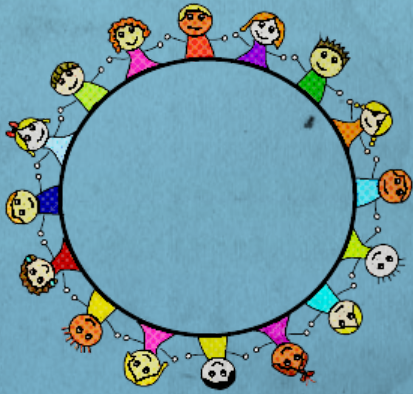


Crazy Circle

ICEBREAKER ACTIVITY



INSTRUCTIONS

STUDENTS STAND IN A CIRCLE IN THE CLASSROOM. THE TEACHER NOMINATES TWO STUDENTS TO STAND IN THE MIDDLE. THE AIM OF THE GAME IS FOR BOTH STUDENTS TO GO CRAZY AND MAKE SILLY NOISES AND JUMP AROUND TO TRY AND MAKE THE OTHER STUDENT LAUGH FIRST. THE STUDENT WHO LAUGHS FIRST IS OUT, AND A NEW STUDENT COMES IN TO CHALLENGE THE WINNER. THE ONLY RULE IS THAT STUDENTS IN THE MIDDLE ARE NOT ALLOWED TO TOUCH EACH OTHER. KEEP A RECORD OF HOW MANY TIMES THE CHAMP WINS FOR AN OVERALL WINNER AT THE END OF THE ACTIVITY.



BreakAppz



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