

Hustle Handle

ICEBREAKER ACTIVITY



INSTRUCTIONS

THE GROUP STANDS IN A CIRCLE. THIS CAN BE PLAYED INSIDE OR OUTSIDE. THE AIM OF THE GAME IS TO GO AROUND THE CIRCLE AND HAVE EVERYONE SAY HIS OR HER NAME, ONE AFTER THE OTHER. TIME THE EVENT WITH A STOPWATCH. REPEAT THE ACTIVITY AGAIN TO SEE IF THE GROUP CAN GET FASTER IN SAYING THEIR NAMES AROUND IN THE CIRCLE. IF TWO PEOPLE SAY THEIR NAME AT THE SAME TIME GO BACK TO THE START. VARIATIONS YOU CAN INTRODUCE TO MAKE THE ACTIVITY MORE CHALLENGING: START THE NAME SEQUENCE TO THE LEFT AND RIGHT AROUND THE CIRCLE SIMULTANEOUSLY. INSTEAD OF USING NAMES TRY COUNTING TO 25 WITH EACH PERSON ONLY ALLOWED TO SAY ONE NUMBER. STUDENTS ARE NOT ALLOWED TO TALK OR POINT. THIS IS VERY FUNNY. IF TWO STUDENTS SAY THE SAME NUMBER AT THE SAME TIME THEN YOU HAVE TO START AGAIN.



BreakAppz



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