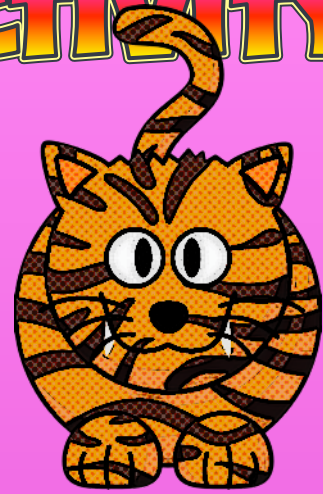


MOOOOOOOOO

ICEBREAKER ACTIVITY

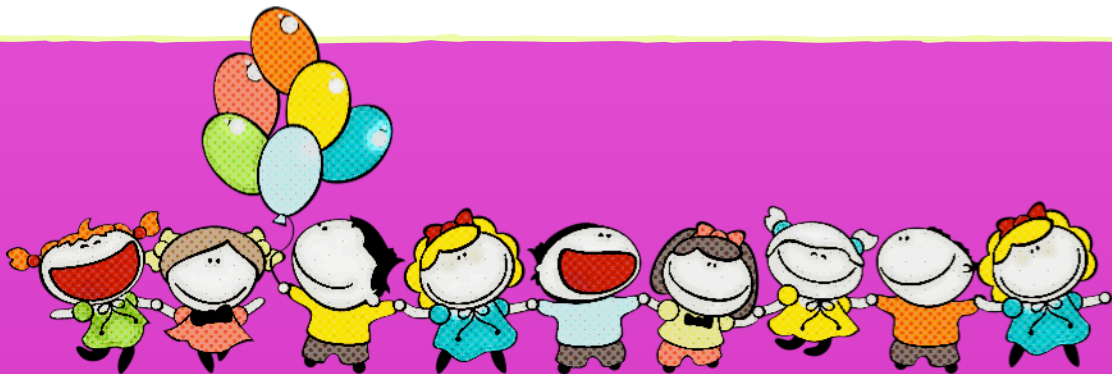


INSTRUCTIONS

STUDENTS BEGIN IN A CIRCLE. THEY CAN CHOOSE TO BE THREE THINGS: AN **ALIEN** (HOLD INDEX FINGERS UP NEXT TO HEAD AS LITTLE ANTENNAS AND SAY "BLEEB, BLEEB", BENDING INWARDS INTO THE CIRCLE); A **COW** (BEND FORWARD, HOLD HAND ON TUMMY AND SAY "MOOOO"); A **TIGER** (PUSH RIGHT HAND FORWARD TO IMITATE A CLAW AND ROAR).

COWS BEAT ALIENS, ALIENS BEAT TIGERS AND TIGERS BEAT COWS.

ON THE TEACHER'S SIGNAL, STUDENTS PLAY AGAINST THE STUDENT NEXT TO THEM. EACH STUDENT DECIDES TO BECOME ONE OF THE THREE, THE IDEA IS FOR EVERYONE TO EVENTUALLY BECOME THE SAME OBJECT. THE WINNER OF EACH CHALLENGE STAYS THE OBJECT THEY WERE TO START, AND THE LOSING STUDENT CHANGES TO THE SAME OBJECT AS THE WINNER. DESIGNED AS A FUN WARM-UP GAME AND TO TEACH STUDENTS SOME CHIVALRY.



BreakAppz



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