

THREE THINGS

ICEBREAKER ACTIVITY



INSTRUCTIONS

This game starts with three things:

- **An Elephant** – student in the middle makes the trunk by holding their nose with one hand and extending their other arm through their first arm. Students on either side each form a big ear by using both arms and attaching them to the elephant's head. Make an elephant sound.
- **A Palm Tree** – student in the middle is the tree, students on either side are the waving leaves. Make a windy noise.
- **A Car** – student in the middle holds the steering wheel and those on either side are the wheels. Make a car engine noise.

To start the game, one student stands in the middle of the group and calls out one of the three things from above while pointing at another student. Then the student in the middle chooses another student and another of the three things. This should be done at a fast speed.

When a student makes a mistake, take note of what he does and add this to the list of possibilities for the game. For example, if the student is trying to make the trunk of an elephant but their arms are waving incorrectly and he resembles a swimmer, then this can be added to the list. (The middle student can do the arms and students on either side the legs.)

This can be repeated until there are so many options that all the students go wrong.



BreakAppz



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