

WARP SPEED

ICEBREAKER ACTIVITY



INSTRUCTIONS

THE CLASS STARTS IN A CIRCLE FACING INWARDS. THE CLASS THEN PASSES THE SMALL SOFT TOY ACROSS AND AROUND THE CIRCLE TO EACH PERSON AND THEN BACK TO THE PERSON WHO STARTED. THE CLASS NEEDS TO REMEMBER THE ORDER IN WHICH THE TOY WAS PASSED. THE GROUP FOLLOWS SOME RULES BEFORE ATTEMPTING THE NEXT TIMED TASK. THE TOY MUST FOLLOW THE SAME ORIGINAL ORDER WITHOUT TOUCHING THE GROUND OR TOUCHING MORE THAN ONE SET OF HANDS AT A TIME. THE GROUP IS GIVEN A MINUTE TO FIGURE OUT THE QUICKEST WAY THEN TIMED.



BreakAppz



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