



## **Breaker / Getting to Know You Games**

### **Stand Up**

Sit on the ground back to back with your partner with knees bent and elbows linked. Now stand up together. Try it in threes and fours.

### **Trust Walk**

One partner volunteers to be led with his/her eyes closed or blindfolded. The other partner leads the person for five minutes, taking very good care of the blind partner. After five minutes, switch roles.

### **Knots**

Stand in a circle shoulder to shoulder. Ask everyone to reach out and grab two other hands. (You cannot have both hands of one person, and you cannot have the hand of persons on each side of you.) If possible, try not to criss-cross. Now, without separating hands, untangle so that all are standing in a round circle again.

### **Three Ball Pass or Silent Ball**

Using something that's easy to catch, establish a pattern around the circle as follows: Leader says someone's name and tosses them the ball; they choose another person, say that person's name, and toss them the ball; continue in this manner until each person has caught and tossed the ball once. The ball will end the pattern in the hands of the leader. Repeat the pattern until it can be done quickly. Begin again, and after several people have caught and tossed the ball, throw in the second ball, using the same pattern sequence; then throw in the third ball. Challenge: After the group has mastered the pattern, have them reverse it. You can also play this silently after the first round and time them to see how long it takes for the ball to make it around the circle.



## **Snowball**

Each camper writes his/her name on a piece of paper and wads it up. Campers form two lines facing each other. At a signal, they begin a snowball fight with the wadded up papers. At the end, each camper picks up a snowball and reads the name. They ask that person a question about themselves, and then share it with the rest of the group.

## **Lineup**

Have campers line up in order of birthdate, height, number of family members, alphabetical order of middle name, etc. Have them do this without talking. This is a good way to get into random groups, or to focus/quiet the whole group.

## **Changes**

Have campers get in pairs. Instructions are to look at your partner and notice and remember as much as you can about their appearance. Partners turn back to back and change three noticeable things about their appearance. Campers must guess what changes their partner made.