

Silly Games Workshop

- **Giants, Wizards, and Elves**
 - No. of Players – 8 or more
 - This is a great icebreaker that is played as an alternate version of Rock, Paper, Scissors. This new game is just a lot more fun!
 - Create two teams who will act out one of the 3. Players must act out the characters using noises and hand motions.
 - Giants
 - Stand on tippy toes
 - Raise arms
 - Make menacing growling noises
 - Wizards
 - Crouch slightly
 - Wave fingers as if casting a spell
 - Make magical noises
 - Elves
 - Crouch lower than wizards in a stealthy motion
 - Cup your hands around your ears
 - Make high-pitched elf noises
 - Make bow and arrow motions
- **Pro tip: Giants beat elves, Elves beat wizards, and Wizards beat giants.**

- **Sherlock**

- Get your youth in a line and choose one person to be Sherlock. Sherlock will then leave the room, allowing each remaining youth to change something about their appearance.
- They can change one thing and can pull their hair up or down, take a jacket off, place a sticker on their arm, etc. Sherlock will then re-enter the room and will try to identify as many changes as possible.

- **Two Truths and a Lie**

- Players will state 3 facts about themselves: two of them are true and one is a lie! Then the other players must guess what they think is the lie.
- This is the perfect icebreaker game for smaller groups, but even bigger groups can learn more about each other!

- **Who's in Charge Here?**

- This game involves one "guesser" and one "leader"! The "guesser" will leave the room and then the group will appoint a "leader" who will begin some sort of action for the others to imitate.
- The game begins before the guesser joins the circle again, and then the guesser will study the players to catch the leader changing actions for the others to copy.

Skunk

- Skunk is a dice game. It would be best if you had two dice and a pad of paper to record the participant's name and their scores. There's no limit to the number of people that can play.

- The game aims to be the first person to get over 100 points. However, the person with the most points wins, and everyone has one more round to beat the first person to go above 100's score.
- Play begins when the first player rolls the dice. They roll two dice and add up the dice total; those are their points. They can stop and keep those points until the next round or keep moving to get as many points as possible.
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- Players who roll a one and a two together lose all their points from that round. If players move two 1s together, they lose all the points they have accumulated from all rounds.
- In either case, their turn is over. If they don't roll any of those combinations, a player can choose to end their turn at any time and keep the points they have earned.
- Once a player decides to stop rolling, record their total points from that round, play continues clockwise, and the next player rolls.
- When a player reaches 100 points, everyone has one final turn to try to beat the person's score. It's in the best interest of the person who scores at least 100 points to try to get as many points as possible since everyone will try to beat them.
- Play concludes when the final round has been completed, and the person with the most points wins.

BOTTLE FLIP Noughts & Crosses

- Each contestant gets a plastic water bottle filled up partially with water.

- Flip your bottle until it stands upright. If it does you can add a symbol to the noughts & crosses board.
- 1st person to get 3 in a row wins.

Back-to-Back Drawing.

One team member instructs the other on how to draw a replica of a simple image.

Instructions:

- Divide the team into pairs.
- Have each pair sit back-to-back.
- Give one member of each pair a piece of paper and a pen.
- The other gets a simple image that their partner can't see.
- Team members with the image describe it to their teammates to help them produce a replica.
- Everyone compares drawings and talks about the difficulties of communicating instructions this way.
- If there's time, repeat the exercise and see how they improve their drawings.

Survival.

Teams imagine they are in a survival situation and rank different objects in order of importance.

Instructions:

- You can use your imagination with this one.
- Team members can be stranded on a desert island, plane-wrecked in the jungle, lost in the Arctic, etc.
- Give them between 7 and 12 items from around the office or workspace.
- Have them rank the items in order of importance for survival.

What's My Name?

Instructions:

- Use name tags or other labels to write down the name of someone famous or of a type of person (explorer, inventor, astronaut, professional athlete, etc).
- Attach the name tags to the backs of team members, so they cannot see them but everyone else can.
- Allow the group to mingle and ask each other questions.
- When a team member figures out who they are, they can exit the game.

Word association Game

Leader to start the round by giving the 1st player a word.
They then have to say something associated with that word.

Keep going until there is only the winner left.

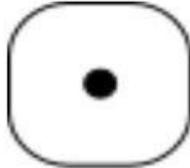
No repeated words!

Head, Shoulders, Knees & Cup!

The same as head, shoulders, knees & toes but when cup is shouted it is the 1st person to grab the cup in the middle.

Leader shouts out instructions in random orders.

Roll A Topic



Tell your favorite food
OR
Say something you love about yourself



Tell your favorite TV show
OR
Say something you are afraid of



Tell your favorite animal
OR
Say something you want to learn



Tell your favorite holiday
OR
Tell us someone famous you'd like to meet



Tell your favorite game
OR
Say something you've learned about yourself lately



Tell your favorite sport
OR
If you could be in a movie, which would it be?