**Ice Breakers for People who (think they) are too cool for Ice Breakers**

**Great for first hour of Mifgash, airport, breaks, Shabbat or whatever.**

**“Cinderella” (aka “Smelly Feet”)**

1. Everyone throw one shoe in the middle of the circle.
2. After your signal everyone will quickly pick up a random shoe from the pile.
3. Go around the circle and have people guess who their shoe belongs to (you can ask them to describe the owner of the shoe and then have him/her say who they are.

**“Being Nosey”**

1. Important: This game has to be played with a mature group.
2. Have every person pass his/her wallet to the person to their right (or left).
3. Each person needs to pull out one card (business, credit, anything) out of the wallet (after being nosey and going through it) and ask the owner to explain why/what.

**The Wind Blows**

1. This is a good game for mixing up cliques. Put chairs in a circle. Turn one chair to face out. Choose someone to stand in the middle and call: “The wind blows for………..
2. (There are a million things to say here. Be creative). A few ideas are: Everyone wearing a watch; everyone who supports Arsenal; everyone who can swim a length; everyone who had breakfast today; everyone who likes ice cream.
3. If the statement applies to a student, they must get up and change places. The guy in the middle finds a seat. The last one standing becomes the new caller in the middle. No one can change places with the person sitting next to them.

**Catch a Story**

Have a ball or (better) a beanbag. Begin a story. Throw it to a random person and he/she must continue. Another variation of this is “fortunately, unfortunately”. Each person must add a sentence, changing the main character. For example: Unfortunately the plane’s engines failed. Fortunately the pilot had a parachute. Unfortunately the parachute would not open.

Fortunately there was a haystack underneath. And be creative (dah…).

**Master Master, Who Am I?**

You need a blindfold for this one. Blindfold a volunteer. A participant (selected by you) must approach them quietly, disguise their voice and ask “Master Master, Who Am I?” If the

Volunteer guesses correctly, they get another go. If they are wrong, the successful

“voice” gets a turn.

**Steal a Slave (aka “Borat”)**

Have participants in pairs, one on a chair, the other standing behind. Student on the chair MUST sit with their back touching the back of the chair. Students behind MUST keep their hands behind their backs. The seated student is the slave. The standing student is the master. Put an empty chair in the circle (yours if there’s an even number). This master has no slave. To get one (he wants one) he must wink at someone else’s slave who will attempt to sneak away from their old master. Masters stop slaves from leaving by tapping their slaves on the shoulder….NOT GRABBING THEM! The newly deprived master must now capture a slave.

**Stations**

Everyone sits in a circle and is given a card with a “destination” (name of a town) on it. The “station master” (probably you) stands in the middle and starts calling out names of “destinations”. All of the students that were called need to get up and change seats. The “Station Master” needs to get one of the seats that opened up and the “master” changes. More than two destinations can be called out and then ultimately all Change.

**Chief Ape**

Have all players sit in a circle and then chose a person to be “it”. The “it” is to leave so

that “it” cannot see or hear. Choose one person to be the chief and he will act out short movements. Examples are clapping hands three times, stomping feet 4 times, etc. All other players must do what the Chief does. Have “it” return to the group to figure out who is the Big Chief, you can give him up to three guesses if there’s a large group. FUN GAME!

**The Town**

All of the students are the town. The person running the game asks the town to go to sleep (lower heads and not look) and goes around electing people for foles in the game. One touch on the head means you are the murderer. Two taps means you are the Detective. The town wakes up and immediately goes back to sleep. You call “good night town and hello murderer, who would you like to kill?” The murderer kills someone (silently, sitting down, by showing you who) and goes to sleep. You wake everyone up. “Good Morning town”

Announce who was killed and then turn to the town. All of the people playing need to start thinking who the murderer is. They come to a decision (you let them figure out how but don’t let this carry on forever) and the detective tells you who they think it was. If they picked out the REAL murderer the game is over. If not, the person blamed is “out”. If the murderer reaches the final 2 people in the game he wins.

**I’m Going Hunting**

You play this game in a circle and your memory counts. One person in the circle will start the game off by saying, I’m going hunting and I’m taking an arrow. The next person will have to repeat what the person next to him said and then add something new from the next letter in the alphabet. I’m going hunting and I’m taking an arrow and a bow. You keep this going around the circle until one person cannot remember what he is taking.

That person is out and you see if the next person can complete the phrase. You don’t necessarily have to choose something that you would normally take hunting - it can be funny. You can also modify this game to a specific topic.

**Energetic Games**

**The Line Game:**

Divide the participants into equal groups. You will announce an order that you wish them to line up in, first group to do it and sit in a line on the floor wins a point. Use any of these categories: ages (oldest in the front - youngest in the back), alphabetically, shoe size, birthdays, telephone numbers, Mother's first name, etc.

**Ninja**

Big circle. Start tapping people out by touching their hand (like Pinocchio with stepping on their foot but with hands). Each person has one move every round (going around the circle) to strike someone out.

**Leaving the Room**

**Adverb Exit**

Students must act their way to the door. E.g. “If your name begins with an a, leave anxiously,

B, bossily, C, cheerfully etc.

**Alphabet Exit**

Line up. Give a topic e.g. food, country etc. Everyone must give noun beginning with the

next appropriate letter of the alphabet as they leave the room e.g. “Cars” Aston Martin,

Bentley, Chevy etc.