

SUMMIT

DO MORE, LEARN MORE, BE MORE...

Icebreakers and Teamwork Challenges - Index

Hidden Message Icebreakers

- Chinese Dragon Chase
- Numbers on a Shoestring
- Fizz Buzz

Thinking Puzzles and Games

- Tadpole to Superman
- Recipe Relay
- Marble Tilt Maze

Puzzle Icebreakers

- The Fox, The Rabbit and The Carrot
- Domino Topple
- Puzzle This

Handy Teamwork Icebreakers

- Teddy Bear Jacks
- House of Cards
- The Human Knot

Knockout Challenge Games

- Bouncer
- Circular Juggling Knockout
- Odd or Even Balls

Newspaper Challenge Games

- Newspaper Mummies
- Newspaper Salad
- Newspaper Tarp
- Newspaper Pyramid
- Newspaper Cable
- Newspaper Pocket
- Newspaper Caterpillar Tracks

Other Icebreaker and Teamwork Challenge Kit

There are some basic materials that are not included in the resource box:

- Paper and Coloured Pens
- Sticky Tape
- String
- Newspaper
- Shoe box or similar shallow box
- Necker (or scarf)

At the beginning of each term, it can be useful to use a variety of **Icebreakers and Teamwork Challenges** as a way to introduce new Beavers, Cubs, Scouts or Explorers to the section, to make new friendships or to establish new leadership roles.

Hit the Buzzer !
In the box is a buzzer so that any icebreaker or challenge can become a fun race to be the first to hit the buzzer!

SUMMIT

DO MORE, LEARN MORE, BE MORE...

Icebreakers and Teamwork Challenges

Hidden Message Icebreakers

Chinese Dragon Chase

Split the section into two groups. Each group forms a line, one behind the other, facing the same way and placing their hands on the waist of the person in front of them, forming a Chinese Dragon. The Dragons face each other and the last person in each Dragon has a necker tucked into the waistband of their trousers. The object is for the front person of each Dragon to grab the necker from the tail of the other Dragon without the chain letting go – if the chain breaks, the Dragon is the loser.

Hidden Message – sometimes the person in the lead needs to work at the same pace as the slowest in the team to win the game.



Numbers on a Shoestring

Sit the group in a semi-circle facing you. Place a shoestring on the floor and lay out a number, the group then has to guess the number it represents between 1 and 10. Once you have laid the shoestring on the ground, put your hands on your thighs, and ask the group, one at a time, what number it represents, the catch is you must show a number with your fingers (and it must not relate to the shoestring) and this is the number you want them to guess. The more fuss you make laying out the shoestring, the better! When the group have all guessed wrongly, re-lay the shoestring, and keep them guessing, until one by one they realise the number relates to your fingers.

Hidden Message – in life, we cannot see what is right in front of our eyes, because of distractions.

Fizz Buzz

The group stands in a circle and have to count clockwise around the circle, taking a number each. Whenever a number contains a “2” they have to say “Fizz” and whenever a number contains a “4” they have to say “Buzz”. The leader substitutes more words for numbers as the game goes on.

Hidden Message – sometimes in life things get complex, you just have to roll with it and play the game.



SUMMIT

DO MORE, LEARN MORE, BE MORE...

Icebreakers and Teamwork Challenges Thinking Puzzles and Games

Tadpole to Superman

Everyone in the group starts as a tadpole who “swims” around the room. In order to move through the ranks each tadpole must challenge another tadpole to a game of “Rock, Paper, Scissors”.

The winner moves up the ranks and becomes a chicken who must move around the room making clucking sounds and flapping their wings. Chickens can challenge other chickens to “Rock, Paper, Scissors” then the winner becomes a monkey who must move around the room like a monkey and make monkey sounds.

The loser goes back to be a tadpole.

Monkeys can challenge other monkeys to a game and the winner becomes Superman and exits the game like superman, the loser goes back to be a chicken.

Game play continues until a set number of players have become superman.



Recipe Relay

This activity works best with Scouts and Explorers.

You will need to prepare some small scraps of paper with a variety of ingredients written on them i.e. potato, minced beef, bacon, bread, Ice-cream, apples etc. Be as imaginative as you can with the variety of foods listed. Give each player a scrap of paper with a name of food / ingredients on it, but they need to keep it hidden from the other players at the start of the game.

They should then introduce themselves to each other and what food they are, before discussing and working together to create a (spoken) three-course meal using the ingredients they have been given.

Marble Tilt Maze



Teams of players are given a number of straws, some marbles, a roll of sticky tape and a shoe box or other similar shallow box. Working as a team they plan and construct a maze to take a marble from a start point to an end point in the box, remembering to add a few dead-ends too – it’s not as easy to do as you think!

Once built the players can take turn to see who can complete the maze in the fastest time but can only move the marble by holding the box in both hands and tilting gently to make the marble move.

SUMMIT

DO MORE, LEARN MORE, BE MORE...

Icebreakers and Teamwork Challenges

Puzzle Icebreakers

The Fox, The Rabbit and The Carrot

A man has to get a Fox, a Rabbit and some Carrots across a river in a boat, which can only carry him and one other thing. If the Fox and the Rabbit are left together, the Fox will eat the Rabbit and if the Rabbit and the Carrots are left together, the Rabbit will eat the Carrots. How does he do it?

ANSWER: The man takes the Rabbit across the river and leaves the Rabbit on the other side and returns with the boat empty. The man takes the Fox across the river, leaves the Fox on the other side but brings the Rabbit back with him in the boat. The man takes the Carrots across the river and leaves on the other side, then returns empty to collect the Rabbit for the final journey across the river in the boat – problem solved.



Domino Topple

Domino Toppling is very challenging to plan correctly, but a lot of beautiful artistic pieces can be made out of the colours and patterns if the Scouts collaborate well. Working as a team, the young people must design and build a pattern using the dominoes that will cause a chain reaction.

Then on the count of three (or the press of the buzzer), the topple begins.

Puzzle This

Preparation: the puzzle pieces are placed on a table and some randomly turned upside down and the picture of the completed puzzle is not shown to the players.



Four or six players take turns to roll a pair of dice, when any combination of numbers is thrown that add up to seven, the player selects one puzzle piece to add to the frame.

Rolling of the dice continues and whenever a “seven is rolled” the player that rolls it adds a puzzle piece and can move or turn over pieces that other players have previously played.

As more pieces are added, players are trying to solve the puzzle to be the winner. If all pieces have been added, the rolling of the dice continues until the puzzle has been correctly completed to fit into the frame, remembering that the player that rolls the seven takes control of the puzzle.

Be warned; play can get very frantic!

SUMMIT

DO MORE, LEARN MORE, BE MORE...

Icebreakers and Teamwork Challenges

Handy Icebreakers

Teddy Bear Jacks



This game is based on a traditional game called jacks or knuckles as originally it used sheep bones as the playing pieces. Each player takes a turn to play using six Teddy Bears and a small power ball.

Place the Teddy Bears on the ground and using one hand throw the ball into the air, attempting to pick up one Teddy before catching the ball again in the same hand.

Repeat the play but this time pick up two Teddy Bears and so on until you either reach six or drop the ball.

House of Cards

The house of cards game helps teams understand how to work together to overcome challenges.

Divide into groups of two or four and give each group a deck of playing cards. Each team must build a house of cards without it falling over. The catch is each player can only use one hand and that half of the team must use their nondominant hand to build. If the house of cards falls, the team must start over, and every member must switch to the opposite hand. If the house falls again, the players must swap hands again. Set a time limit for the game and the team that has built the tallest house at the end wins.



The Human Knot

The group forms a tight circle and puts both hands in the air towards the middle of the circle, so everyone's hands are touching. Each member of the group grabs a hand in each of his or her hands.

Ask everyone to spread out and they should be in a knot of sorts.

Without releasing their grip, they have to attempt to untie the knot until they are back in one big circle.



SUMMIT

DO MORE, LEARN MORE, BE MORE...

Icebreakers and Teamwork Challenges

Knockout Challenge Games

Bouncer

For 3–6 players. Everyone puts 12 chips in front of them for all to see.

The first player makes the initial roll of a single dice, and the turns move in a clockwise direction.

The next player rolls the dice and compares the score with the previous player.

If the dice score is *higher* than the previous player, the previous player must give the difference in chips.

If this dice score is *lower*, the player must give the previous player the difference in chips.

If the dice roll is the same as the previous players, nothing happens and no chips change hands.

The play moves around the group and the winner is the last player in the game when others have run out of chips and have been “bounced out”.



Circular Juggling Knockout

Players stand in a circle and throw a ball, person to person in a set order, always throwing to the same person and receiving from the same person.

As the play continues, another ball or two or more are added to the game, however if anyone drops a ball they are out of the game, and play starts again.

The tricky thing is when the game restarts players might be throwing to or receiving from a different person and so concentration is needed in order to be able to restart the game at speed.



Odd or Even Balls

Roll up pieces of paper into small balls and give each player 6 balls. Each player then discreetly decides how many balls they are going to start play with either 5 or 6 and holds them in a clenched fist.

The players approach another player and guess if the other person has an odd or even number of balls, if they guess correctly, they take a ball from the other player, who then guesses odd or even and takes a ball if successful. They then move onto other players and the game continues until someone has no balls left.

SUMMIT

DO MORE, LEARN MORE, BE MORE...

Icebreakers and Teamwork Challenges

Newspaper Teamwork Challenge Games

Newspaper Mummies

Each team must totally wrap up one person in newspapers. The mummy is packed using tape and string.

Scout and Explorer Extra: Then the mummy must be (carefully) transported from point A to point B. Who is the fastest? Which mummy is best preserved?

Newspaper Salad

Each person tries to move small pieces of newspaper, sucked up with a straw from bowl A to bowl B.

Scout and Explorer Extra: The snippets of paper are moved using a pair of chopsticks.

Newspaper Tarp

At least 6-9 newspaper pages are taped together to make a large tarp. All team members must hold the tarp, balance one or two balls on top of it and carry from point A to point B.

Scout and Explorer Extra: The game is played as a relay race, with the teams constructing their own tarps.

Newspaper Pyramid

Each team is given one piece of newspaper. How many people can stand on it, without touching the floor?

Newspaper Cable

A hole is punched in one or several pieces of paper which are threaded onto a piece of string. The string is tied between two objects (stools, trees or posts). The task is now to blow one or several pieces of paper along the length of the thread - two teams can also race.

Newspaper Pocket

Each person folds a sheet of newspaper into the smallest size possible and puts it into their pocket.

Scout and Explorer Extra: Each person can only use one hand to fold the newspaper.

Newspaper Caterpillar Tracks

Each group is given a "Caterpillar Track" made from taping sheets of newspaper together.

Team members get inside the "track" and race from point A to point B.

Scout and Explorer Extra: The tracks have to be made before the race can begin by the team members.

