

Icebreakers

Giants, wizards & dwarfs

Group size: Any size group

Resources needed: • Masking tape

Instructions:

- Divide the group in half. You will need a large area for this with masking tape (if indoors).
- Divide the area in half and also mark off a 'safe space' at each end for each team.
- Before the round starts, the group decides what creature they are going to be: Giants, Wizards or Dwarfs (all the team must be the same creature).

Giants eat Wizards but are frightened by Dwarfs

Wizards cast spells on Dwarfs but are eaten by Giants

Dwarfs frighten Giants but are zapped by Wizards

- Each character has its own actions:

Giants wave their arms above their heads and roar horribly

Wizards zap spells with their hands, shouting "alacazam"

Dwarfs are little creatures who scurry around pointing their fingers and making little noises.

- Once the teams have decided what creature they are. on a pre-arranged signal the two teams run up to the centre line and play out the actions of their creature.
- Whichever team wins then chases the losing team back to their safe area.
- If the winning team catches any of the losing team they become part of the winning team. The winning team will be the team which captures all of the opposing team.