

Ice Breakers and *get to know you' games!



Wizards, Giants, and Elfs



How to play:

Divide your league into two different groups. Each group will get together and decide whether they want to be wizards, giants or elfs. Once decided, have the groups line up shoulder to shoulder in a line facing the other group. On the count of three everyone in each group will show the sign their group decided to be. Wizards beat giants, giants beat elfs, and elfs beat wizards. The group that loses has to run to a predetermined “base” behind them. The group that won will chase the losing group and tag as many people possible. If a person is tagged they have to join the group that tagged them. Everyone then will return to their side and start over by choosing what they are going to be (if you haven’t noticed, this is the same concept as paper, rock, scissors). The sign for the giant is to stand on your tip toes with arms above your head, and you hands making a claw shape. The sign for an elf is to crouch down and put your hands by your ears, imitating pointed ears. And the sign for a wizard is to stand with arms stretched out in front of you while wiggling your fingers.