

9 of September of 2019

Breaking ice

Game 1: The tenant

- a. For couples with arms stretched and held, forming a 90° angle perpendicular to the body (which forms a house), and each of these couples must have a tenant, that is, a partner inside, between the arms.
- b. There is a person who does not have a house. This one says:
 - TENANT! And all the tenants will have to change their house, the one who stays outside will say the signal. You can not go back to the previous house.
 - WALL LEFT or RIGHT! And they will have to change the walls of the house and go to another. (Left and Right with respect to the Tenant).
 - HOME! The whole house will be changed (the 2 walls) but the Tenant will stay in the place until another house covers him.
 - EARTHQUAKE! All are changed (walls + tenant).

Game 2: "Touch someone who ...":

While the music is playing, the group moves as they wish: dance, run, walk ... When for music, the animator will say "touch someone who ..." and say a characteristic of someone in the group, for example, "wearing striped socks" or "wearing pig tail". You should check that they are careful, without creating avalanches.





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Game 3: "Touch and avoid"

The animator indicates which part of the body we have to touch. While it sounds music, everyone tries to play is apart from the body of others, but do not touch to the. When for music, another part of the body is indicated.

Game 4: "Pad dance"

In pairs, each pair has a cushion (or an inflated balloon). They must dance holding it with the part of the body indicated by the animator without letting it fall. Three changes of couple.

