# Ice Breaker: Talent Show

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| **Audience**large= 20+, medium= 10-20, small = under 10 | Large |
| **Team Size**  | Recommendation is 4-6 per team. |
| **Activity Level**highly active, medium effort, low impact | Active |
| **Title** | Talent Show |
| **Description** | Compete against other teams in a series of mini-games to see who has the ultimate collection of talent and weird skills! |

**Materials**

You’ll want to have some props on hand. Some recommendations are:

* Bandanas (or other blindfolding material)
* Plastic cones (to mark boundaries in activities)
* Balloons
* Foam balls
* Measuring tape

**Set Up**

* Props: If any props require setup before they can be used, prepare them ahead of time.
* Games: Prepare a list of mini-games such as: *who can do the most push-ups, who has the longest middle name, who can throw an object the farthest, who can add something quickest in their head, who speaks the most languages*, etc. Be creative and come up with a nice variety of quick games!

**How To/Conduct or Run the Ice Breaker**

* Separate the large group into smaller teams of 4-6 people, depending on the size of the group.
* Announce the first activity that each team must participate in.
* Ask for one member of each team to come and compete against the others.
	+ For example, if the first round is for “the highest jump" than you would tell each team what the game is and ask them to choose the member that they want to compete for this title.
* When one member from each team comes forward to compete, you can proceed with the game that round until the winner is found. For “the highest jump" you would have each player jump three times and judge who jumped the highest of all the players.
* Proceed to the next activity round with a new set of players from each team. Ask for new volunteers and compete as usual until all the activities you had planned are finished.
* Inclusion tip: Do not let the same person compete in 2 rounds back-to-back. Instead, make it a rule that they can only compete in every other round at most. Each person in the team must compete in at least 1 round for the team to be able to win the game.
* **Winning the game:** Each time a player wins an activity round they will get one point for their team for winning that game (Example: highest jump). At the end of the game the team with the most points is the winning team.
* **Options:** You can have the team perform all their title actions at the end as a fun way to conclude the game. No team is able to win the game unless every single member on the team competed in at least 1 activity round.