

Setup for Four Corners

Distribute a pen and sheet of paper for each player. Each person divides the sheet into four boxes/squares either by folding the paper in half twice (vertically and horizontally) or simply by drawing a horizontal and vertical line that crosses in the middle. For each square, each person will describe themselves in the form of drawings. Choose these four topics in advance. For example, in the top left square, everyone could draw “favorite hobbies,” while in the top right, people could illustrate “favorite place on earth for vacation,” the bottom left could be something like “if you were an animal, which one would you be?” and the bottom right could be something like “what are the most important things in your life?” Feel free to be as creative, hypothetical, or deep as you like.

Setup for Connecting Stories

Have everyone divide into small groups of 6-8 people. Ensure each table has several post-it notes and pens. The goal of the game is to connect mini-stories in an interesting way. Each person must share at least one item that connects to the other mini-stories. The longer the chain of items that can be created, the better. Write down a few words on a post-it note to keep track of each part of the story.

The first player begins by sharing an interesting memory or experience that they have. For example, one player can say: “One time, I accidentally locked myself out of the house. So then I spent the entire day at a coffee shop.”

Any other person can tell a related story that has any similar themes or elements to the previous story. For example, the next person can say, “I am a total coffee addict. Every day I drink 3 cups of coffee and it sometimes prevents me from being able to sleep at night.”

The next player, based upon the previous story shared, can say something related, such as: “I don’t sleep much at night because I play lots of computer games until early morning.”

Any person can then add to the story, by saying something like, “I also love computer games.”

To help the group remember each part of the story, write a few words on a post-it note for each part of the story chain. The more interesting or funny the story, the better.

At the end of the game, the group with the longest connected chain of stories is the winner. You may ask the group to share the entire story with the whole

group. This activity is a fun way to get people to share stories, while helping people learn similarities or common interests.

You can get everything you need (materials and supplies) for [Connecting Stories at our online store](#), powered by Amazon.

Description

Campers and counselors form a circle and hold hands.

One facilitator throws a balloon into the circle. The group tries to keep the balloon from touching the ground without letting each others' hands go for as long as possible.

Facilitator can set time or kick goals with the group, or add more balloons.

Remember: Do not let go or let the balloon touch the ground. If you do, the whole group starts over!

HAVE FUN!

Requirements

Objects Needed: Three Blown Up Balloons

Procedure

Use the following script (or modify to suit your needs):

"Let's do an icebreaker!"

"I need everyone to come stand in a circle."

"Now, place your hands together like this (demonstrate) as if you were about to say a prayer."

"This is your 'Zinger!'"

"You use it to point to someone and say a word."

"There are three words that you must say in the right order; they are 'Zing,' 'Zang,' and 'Zowie!'"

"Everyone say them with me....'Zing!''Zang!''Zowie!'"

"Excellent!"

"Here's how this icebreaker is done...I'll start and point to someone with my Zinger."

"I'll say, 'Zing!'"

"Then that person has to quickly point to someone and say, 'Zang!'"

“Then that third person has to quickly point to someone and say, ‘Zowie!’”

“The fourth person now starts over, quickly points to someone and says, ‘Zing!’”

“It’s okay to point right back at the person who pointed to you if you want to try to catch them by surprise.”

“This keeps going until one of two things happens:

Someone gets confused and says the wrong word (or a correct word in the wrong order).

Someone takes too long to respond.”

“If either of these two things happens, that person is out, and whoever used their Zinger on them starts off the new round.”

“What questions do you have?” (Answer questions. Then, begin a round, or have someone else begin it. Play continues until you are down to two or three people. Announce them as the winners!)