

GLOBAL CITIZENSHIP

TEACHER
FACILITATION

TOOL
KIT

ICE BREAKERS



- The Geography Game
- Gentle Rain
- Linking Words
- “And suddenly!”
- Random items

Useful
GAMES AND
EXERCISES

THE GEOGRAPHY GAME

Promotes geographical awareness.

- Teacher starts by giving the name of any country, city, river, or mountains that can be found in an atlas.
- The next person must then continue, using the last letter of the name just given. For example - First person: London, Second Person: Nigeria, Third Person: Amazon.

Tip: Ask the student where on the globe it is – what country is the city in, what continent is the country (north, south, east or west?), or a neighbouring country, etc. If student stuck, ask others to help...



GENTLE RAIN

Gets some kind of common purpose established in the group. One which involves physical movement as well as fun.

Do not tell the participants the name of the exercise in advance but merely ask them to stand, to follow your lead and not stop until you do. They also should not speak for the duration of the minute or so it takes to complete the exercise.

- Begin by tapping a finger of one hand against the palm of the other hand. This tapping sound is heard and increases as you gradually increase the number of fingers until there is a loud applause-like sound in the room.
- Then, after five seconds or so of this full sound, gradually revert back from palm-on-palm clapping to four fingers-on-palm, then three, two, and eventually an odd finger tap. Then finish tapping and ask them to sit down.

Ask them what they have just created. Eventually, somebody recognises that they have created the sound of a shower of rain and they come to see that it was only possible to achieve through the participation of the whole group. It is a good example of how beautiful things can be created by the cooperation of everybody in a group.

LINKING WORDS

All students stand in a circle.

- Ask one student to say any noun, e.g. "Tomato".
- The next person to him/her says the next thing that comes to mind which was suggested by the word "tomato". It might be "red", say.
- That may prompt the next person to say "Stop", etc.
- This continues at least until all participants in the circle make a contribution.



"AND SUDDENLY!"

All students stand in a circle.

Students create an interesting, unusual or even outrageous story.

- A student in the circle begins by telling the group of something that happened (just a sentence is sufficient) and ends his/her contribution by saying, "And suddenly!".
- The next participant continues the story with another sentence, and so on until all in the circle have contributed.

A special prize (a lollipop) can be awarded to the most original contribution.



RANDOM ITEMS

All students stand in a circle.

Creating a story using a bag of random items which the facilitator has brought along.

Put the contents of your bag of items out on the floor in the middle of the circle. Tell the participants that the object of the exercise is for them to tell a group story using all the items on show.

- It begins with one person picking up an item and beginning the story.
- When that item is used, it is put back in the facilitator's bag and the first contributor sits down.
- The next person picks up another item and adds to the story.
- Continue until all items are used.

A special prize may be awarded to the person who makes the most original contribution.

("A favourite of mine was when a seemingly quiet lad was the last man standing, with a rubber band left remaining. He picked up the rubber band, wrapped it around a small stone he found, and said 'He went away and formed a rock band and was never heard of again'.")



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