



Walk, Stop,  
Name, Clap,  
Jump, Dance

PLAY



Create a fun and engaging icebreaker game that promotes connection and laughter among participants of all group sizes.



## Learning Intentions

### Understanding and Following Complex Instructions:

Students will develop their ability to listen to and follow multi-step instructions, which change as the game progresses, promoting cognitive flexibility.

### Enhancing Social Interaction and Collaboration:

Students will engage in a group activity that fosters social interaction, collaboration, and connection through shared laughter and fun.

### Building Physical Coordination and Reaction Skills:

Students will improve their physical coordination, reaction times, and ability to adapt quickly to changing commands, contributing to overall motor skill development.



## Success Criteria

### Accurately Responding to Commands:

Students successfully follow and adapt to the changing commands at each game level, demonstrating their understanding and attentiveness.

### Active Participation and Engagement:

Students actively participate in the game, showing enthusiasm, creativity, and a willingness to connect with others through the shared activity.

### Demonstrating Positive Social Interaction:

Students work well with their peers, contributing to a positive group dynamic by encouraging others, sharing laughter, and creating a supportive atmosphere during the game.



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**Objective:**

Create a fun and engaging icebreaker game that promotes connection and laughter among participants of all group sizes.

**Players:**

Four or more players, suitable for small to large groups, classes, sessions, or keynotes.

**Materials:**

No materials are required for this game.

**Setup:**

All participants stand together in an open space.

**Gameplay:**

The instructor will call out different commands, and participants must quickly react and perform the corresponding action based on the level.

**Level One:**

"Walk" – Players walk.

"Stop" – Players stop.

**Level Two:**

"Walk" now means "Stop."

"Stop" now means "Walk."

**Level Three:**

"Clap" – Players clap their hands once.

"Name" – Players say their name out loud.

"Walk" now means "Stop."

"Stop" now means "Walk."

**Level Four:**

"Clap" – Players say their name out loud.

"Name" – Players clap their hands once.

"Walk" now means "Stop."

"Stop" now means "Walk."





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#### Level Five:

"Jump" – Players need to jump.

"Dance" – Players need to dance.

"Clap" – Players say their name out loud.

"Name" – Players clap their hands once.

"Walk" now means "Stop."

"Stop" now means "Walk."

#### Level Six:

"Jump" – Players need to dance.

"Dance" – Players need to jump.

"Clap" – Players say their name out loud.

"Name" – Players clap their hands once.

"Walk" now means "Stop."

"Stop" now means "Walk."

The game becomes more chaotic and challenging as it progresses through the levels.

#### Winning the Game:

This game has no winners or losers; the goal is to have fun, create laughter, and break the ice among participants. Success is measured by the enjoyment and connection experienced during the game.

#### Variations:

To make the game even more challenging, instructors can create additional levels with new commands or reverse commands.

Participants can take turns being the instructor, adding their unique twist to the game.

#### Note:

This icebreaker game is an excellent way to energise a group and set a positive tone for any class, session, or keynote. It encourages participants to let loose, be creative, and connect with one another through laughter and shared experiences.

