



**STOP
WALK
NAME**

Clap

the school of
PLAY

Walk, Stop, Name, Clap, Jump, Dance

Instructions

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 names out loud.
- "Name" – Players clap their hands once.
- "Walk" now means "Stop."
- "Stop" now means "Walk."

Level Five:

- "Jump" – Players need to jump.
- "Dance" – Players need to dance.
- "Clap" – Players say their names 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 names 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.