

Inspire! Ice Breakers & Openers



Activity: People, Traps & Tigers II

Overview

PTT 2 is the highly anticipated sequel to "People, Traps & Tigers." Like the first one, version two is loaded with laughter and based on the idea that motion creates emotion.

Props

- Cones or rope

Instructions

- Divide your group into two teams. You can use a breakout strategy or even play the original version of "People, Traps & Tigers" to form the two teams.
- Mark a center line with rope or cones and place a team on each side.
- Use rope or cones to designate boundary lines roughly 15-20 feet behind each of the two groups.
- Ask each team to huddle up and decide which of the three characters they are going to be: People, Traps, or Tigers.
- People beat traps, traps catch tigers, and tigers eat people.
- Call the teams back to the center line and ask everyone to stand close to the line.
- On the count of three both teams enthusiastically show their character.
- The winning team chases the other team to the boundary line behind them.
- For example, if Team A chose "people," and Team B chose "traps," Team A would chase the members of Team B back behind their boundary line. Members of Team A try to tag as many people from Team B as possible before Team B players make it behind their safety line.

- Those tagged join Team A, while those who make it past the boundary line untagged remain on Team B.
- Teams will go back and forth, gaining and losing players.
- After each round, teams briefly huddle and decide on a new character and strategy.
- Allow the group to play until only one team is left or time's up.

Safety

Remind the group to tag gently. They only have to touch the other team member to win him or her to their side. People should also be careful while running not to shove another person, trip, or run into someone. This is a "tag" game, not a shoving match. Be sure to intervene immediately if anyone is being too rough or careless. Stop the game if you are concerned about people's safety.