

# Inspire! Ice Breakers & Openers



## Activity: Spellin' Melon

### Overview

In this game group members will be spelling their names with their melon. In case you are thinking, "my kids don't have melons;" melon is code for head. As each person spells his or her name, the group will be guessing at each other's names. But this isn't just a name-game; it is also one of the silliest games there is. People will be laughing out loud and might even be a little dizzy at the end.

### Props

- None

### Instructions and Key Points

- Ask your group to form a circle, so that everyone can see everyone else.
- Explain to them that they are going to have to spell their name, letter by letter, using their melon.
- As they carefully draw the letters in the air, the group will attempt to guess the author's name.
- The author will go very slowly and start the next letter only when the group has correctly identified the previous letter.
- Go around the circle and let each person have a turn. Strongly encourage everyone to really get into the nonsense that this game promotes.

### Safety

Watch out for people who become dizzy, or swing wildly enough to fall forward and bump their melons.

### Variations

If your group already knows each other's names, substitute with middle names, pet's names, or the city where they were born. Also try using other body parts for spelling. Elbows and, (do we dare say) "bottoms" are especially funny.