

Inspire! Ice Breakers & Openers



Activity: Color Wheel of Fate

Overview

With a simple “spin of the wheel,” fate decides which of four activities the group will play.” Color Wheel of Fate creates smiles, generates enthusiasm, and offers variety for group interaction.

Props

- The Color Wheel of Fate (a white Styrofoam wreath ring, available from any craft store, that’s wrapped with the four different colors of tape)

Instructions

Substitute 4 different colored objects, such as plastic pit-balls, if you wish not to use the ring.

- Excitedly introduce the Color Wheel of Fate.
- Explain that each color on the ring represents a different game that they must play.
- When you throw the ring into the air, whichever color is caught determines the game they will play.
 - Red is called “introductions.” Group members quickly find partners and properly introduce themselves to each other, followed by an enthusiastic round of high-fives.
 - Yellow is called “swords.” Group members quickly find new partners, join hands and attempt to skewer the other with the extended index finger. Any appropriate part of the body is fair game except for the wrist of the sword-play hand. You’ll find this to be one of the favorites and most action-packed.
 - Green is called the “non-stop talking game.” Group members scramble to find new partners, stand face-to-face, and begin talking quickly and simultaneously. The goal is for one partner to talk longer than the other without breaking into laughter or stopping. No one may say the same thing more than once; everything that is said must make sense; and no touching, biting or spitting is allowed.
 - Blue is the classic duel, “paper-rock-scissors.” Group members again find a new partner and play for the best two-out-of-three title.

- You may want to write on a flipchart or whiteboard:

Red = Introductions

Yellow = Swords

Green = Simul-talk

Blue = Rock/Paper/Scissors.

- If not, make sure you provide hints when they look confused.
- Change games often during play to keep things in motion and to increase interactivity and leave no one standing around.

Safety

Swords can become too competitive. Make sure to let group members know that they are playing for fun, not to win. Throw your penalty flag right away to stop any unnecessary roughness and avoid accidents.

Variations

Change the games for a new approach. Use any “game-shorts” in place of the ones presented, or, in addition to, if you add more colors. All game shorts require partners. You can switch the sizes anytime to trios, quads or any other combination. Be creative and this game can be played over and over again without becoming boring. Remember that any four differently colored objects will work in place of the ring. Put the objects (like four differently colored balls) in a bag and randomly pull them from it to change activities. The ring is more fun to toss.