



Biggest Fan: Energizer

This is a high energy activity—great for waking up a room. It can be used as an icebreaker, energizer or warm up, and is great to turn friendly competition into camaraderie.

Group Size: 10+

Materials: None!

Facilitator Notes:

- Model one round of ‘rock, paper, scissors’ so everyone knows how to play
- An even number of participants is necessary since this activity starts out in pairs, if your group is odd numbered, the facilitator can join in!
- This gets loud! Make sure you’re in a space that can accommodate some noise

DIRECTIONS

1. Ask everyone to find a partner
2. Following the facilitator’s cue, each pair will play one game of rock, paper, scissors (in case of a tie, play until one person is declared the winner)
3. The winner will become the next challenger, and the loser will become that person’s “biggest fan”
4. Again, following the facilitator’s cue, two new challengers will face off head to head with one game of rock, paper, scissors
*Each challenger will now have their “biggest fan” behind them cheering them on, it’s time to get loud!
5. Once the winner is identified, the losing pair now both become the winner’s biggest fans!
6. Play continues like this, eliminating challengers and growing “biggest fans,” until one winner is finally declared!

DEBRIEF

- How was this for you?
- What did it feel like to win? To be eliminated? To be someone’s “biggest fan?”
- What did you notice as game play continued?
- Has this experience taught you anything / changed the way you think about anything?