

Name	Players	Resources	Instructions	Objectives/Outcomes
<b>Time Bomb</b>	Full Class	A small ball	Invite the young people to sit (facing inwards) in a circle. You will need a small foam or tennis ball to be the 'bomb'. A young person is selected to start with the 'bomb'. He then has to call out someone's name and throw the 'bomb' to them. That person has 2 seconds only to say someone else's name and throw the 'bomb' to them. You leave the game if you hold the ball for too long, don't say someone's name before you throw, or do such a poor throw it cannot be caught by the next person. A very simple game but it can get very fast and furious. Try it with 2 'bombs'!	Learning each other's names
<b>The Low Tech Social Network</b>	Full Class	Pens & Paper Social Network Sheet. Sample Field Ideas: 1. Name 2. Colour of socks 3. Star sign 4. Favorite subjects 5. Favorite Website Fields for Number of Shares	Participant fills out Paper Social Network profile sheet. Part.1 Find someone that has the same for one of the items from 1-4 on your sheet. Get them to sign beside that item. "Winner" is the first to get 4 signatures (or the most friends!) Part 2 Find someone who has one item the same as your profile and swap profiles. Find someone that has one item the same on this new profile and swap again (can't be the same person as before) Repeat -(count your shares!)	Getting to know each other
<b>Sign My Arm</b>	Full Class	A few pens/washable markers	Give each young person a felt tip marker and tell them they have two minutes to get as many signatures on one (bare) arm as possible. When the time is up, go around and count them, to find the winner. Remember not to emphasise the winning but the fun. Laughs are guaranteed!	Learning each other's names, encouraging kids to speak to each other and ask for help. (Nail polish remover takes pen off skin)
<b>Lingo Bingo</b>	Full Class	Pens & Lingo Bingo Sheets	Print out the "Lingo Bingo" sheets. Then call out terms in a random order and have children mark off each word like they would for bingo normally. The ninjas who get all four words in the corners first, the first line and then all the words in their grid wins.	The game helps young people become familiar with coding terms.
<b>Magic Bridge</b>	Full class	A piece of string long enough for the full group to stand on	Each player must stand on the "bridge". They can take one foot off the bridge. If they take both feet off the bridge, they fall off! To be allowed cross the bridge, the group must arrange themselves in a specified order (e.g. alphabetically, by birthday) without anybody falling off the bridge.	This game encourages communication and teamwork. A follow-up discussion about thinking about their team-mates as well as themselves (e.g. stepping back to let people pass) and a second attempt at the game is worthwhile.
<b>Who Am I?</b>	Full Class	A few coloring pens/paper	Give everyone a piece of paper and a pencil. Allow 5 minutes to draw a picture that conveys who they are without writing any words or numbers. At the end of 5 minutes the leader collects the pictures. Show the pictures to the group, one at a time, and have them try to guess who drew it. Each artist can then explain how their work expresses who they are.	Lets the group get to know each other
<b>Desert Island</b>	Full Class	Pen & paper	You've been exiled to a deserted island for a year. In addition to the essentials, you may take one piece of music, one book _____ and one luxury item you can carry with you i.e. not a boat to leave the island! What would you take and why?' Allow a few minutes for the young people to draw up their list of three items, before sharing their choices with the rest of the group.	As with most icebreakers and relationship building activities, it's good for the group leaders to join in too!
<b>Brainstorming</b>	Full class, in teams	One whiteboard/A3 page per team One marker/pen per person	Each team is given 5 minutes to write down at least 30 different things they could do with an orange. (A paper clip also works well for this) There is no criticism allowed, it is about quantity not quality and no idea is too crazy or impossible! Once the time is up, ask each team to give one idea. This can be done several times until good ideas start drying up.	This game encourages creativity. It is an ideal intro to a larger activity that may begin with a brainstorming phase.
<b>Rock Paper Scissors Tournament</b>	Full class	Understanding neighbours. It only lasts for a minute but it can get noisy!	Everybody plays one game of Rock Paper Scissors against a random opponent. The winner becomes a "Champion" and the loser is out and becomes a "Supporter". Each Champion quickly finds another Champion and plays another game, while the Supporters must cheer and chant the name of their Champion. Defeated Champions become Supporters. After 2 wins, a Champion has 3 Supporters. After a 3rd win, they have 7. We quickly have two Champions left, each with roughly half the class shouting for them.	This game is really about the Supporters. As part of a team, you may not always get your own way but you will have to join in and work hard for the team whether your idea got chosen or not!

<b>Object Story</b>	Full Class	Some random objects	Collect together a number of objects and place in a canvas or dark coloured plastic bag. The objects can include everyday items i.e. a pencil, key-ring, mobile phone, but also include some more unusual ones i.e. a fossil, holiday photograph, wig! Pass the bag around the group and invite each young person to dip their hand into the bag (without looking) and pull out one of the objects. The leader begins a story which includes his object. After 20 seconds, the next person takes up the story and adds another 20 seconds, incorporating the object they are holding. And so on, until everyone has made a contribution to your epic literary tale. Let imaginations run wild!	Quick thinking, Idea Generation.
<b>Break The Ice</b>	Full class	paper/pens	Each person is given a sheet of paper with a series of instructions to follow. For example: 1. Count the number of brown eyed boys in the room. 2. Find out who has made the longest journey. 3. Find out who has the most unusual hobby? 4. Find out who knows what 'Hippopotomonstrosesquippedaliophobia' is a fear of? (the questions could be rephrased to include code related questions) as the class matures.	This is a good mixing game and conversation starter as each person must speak to everyone else.
<b>Introduce a teammate</b>	Full class, in teams	Whiteboard/Pen and paper optional	Each member of the team must introduce one of their teammates to the rest of the group. They must include at least 3 pieces of information about their team-mate and name, age or school do not count!	This games helps a team to get to know each other and is a very simple introduction to planning and delivering a presentation.
<b>Team Name</b>	Full class, in teams		Each team must agree on a team name. This will be their name for the day/week/year/duration of the project. Each team announces their name to the group.	This helps establish a sense of collective identity. It can be surprisingly hard to make this decision as a team, particularly with Senior Cycle students.
<b>Team Charter</b>	Full class, in teams	Pen and paper	Each team must agree on a set of team rules. The rules specifically refer to working in a team. A group discussion beforehand about the difference between working in a team and working alone is useful. Each member of the team must sign their charter and one member of the team must keep it safe!	This works well with younger students and may help students adjust to a "team" mindset for a collaborative project.
<b>Lingo Bingo</b>	Full Class	Pen/Lingo Bingo Sheet/Pack of sweets/Sticker	Each person gets a lingo bingo sheet. The mentor calls out each buzzword, whoever raises their hand and can explain what the word/phrase means (simply) gets a sweet/sticker. After the game the ninjas can be encouraged to research the phrases some more. To gain further knowledge.	This helps ninjas to understand some of the commonly used programming lingo.
<b>Discuss Badging/ Joining the CoderDojo Community Platform</b>	Full Class	Laptops	Educate the ninjas on the benefits of using the CoderDojo community platform. Explain that once they/their parents register that they are recognised as a CoderDojo community member, they can readily find the resources they need to earn badges. Explain to the parents that there is a wealth of easy to follow guides/sushi cards that ninjas can use & earn badges for too. If a ninja/parent is on the CoderDojo platform they will be included in our mailouts and event announcements...making it easier to plan family life around CoderDojo activity, ensuring no kid misses out on attending events they may not have known about.	The goal of this is to remind parents & ninjas that they are 100% supported. To communicate key information that may get lost in the week to week running of a Dojo.