













HEARTS, SWORDS, AND BOMBS ICEBREAKER GAME







































HOW TO PLAY?

- Teacher divides the students in the classroom into several groups and screens or draws the table on the next page on the main board of the classroom.
- Teacher must have the cheat sheet on the last page to know what symbol is behind the coordinates that students are supposed to give.
- At the beginning of the game, each team has got three hearts.
- Teams take turn to give a coordinate by forming a sentence with one subject pronoun and one classroom object on the table. E.g: Jack has got a pencil. (Coordinate: 3rd row, 6th column)
- Teacher looks at his/her cheat sheet and draws the symbol that belongs to the coordinate given.
- If the symbol is a heart, the team gains another heart.
- If the symbol is a sword, the team can take one of the hearts of a team they choose.
- If the symbol is a bomb, the team loses a heart.
- At the end of the game, the team with the most amount of hearts wins.

GAME TABLE

						
 KATE						
 JACK						
 SARAH						
 MIKE						
 TINA						
 JOE						

CHEAT SHEET

						
KATE						
JACK						
SARAH						
MIKE						
TINA						
JOE	