



Pow Wow Game (Ice Breaker)

Shared by Gary Robinson, Langley Community Knowledge Keeper

How To Play

- For large groups of 10 or more people.
- Great for families, fun for ages 5 and up; however, with adult assistance younger children can also participate.
- Use a large safe space (outside field, gym, program room).
- Helps children to learn numbers 1 through 5, teamwork, memory skills, problem solving, and large motor physical activity. It can introduce Pow Wow Dance Steps and provide an opportunity to discuss your Nation's Traditional Homes and Fun.
- An Action Game where 5 or more Actions are followed.
- Need for a Game Caller, who calls out a number that corresponds to an Action. The Game Caller will need to Explain and Demonstrate the 5 or more Actions involved in "Pow Wow Game".

The 5-Activities with Corresponding Number/Actions are:

- Number 1 - **Pow Wow**
- Number 2 - **Look-Out**
- Number 3 - **Tipi**
- Number 4 - **Paddle**
- Number 5 - **Feast**
- (Those who wish can create and add more Actions to their game, beyond 5).

Caller: Explain and Demonstrate that Number 1 is for all participants to "**Pow Wow**". Participants can do any Pow Wow Dance Step of their choice (Grass, Fancy, Jingle, Traditional or Little Ones can just bounce Up and Down).

Caller: Explain and Demonstrate that Number 2 is for all participants to find a Partner for "**Look-Out**". One Partner goes down on hands and knees while the other partner Looks over them to Scan the Horizon (Looking over the Horse).

Caller: Explain and Demonstrate that Number 3 is for all participants to find two other people to form a group of 3 to create a "**Tipi**". Two people stand up facing one another with their hands touching one another above their heads to create a Triangle or Conical Shape like a Tipi. The Third person kneels inside the Tipi.

Caller: Explain and Demonstrate that Number 4 is for all participants to form a Group of 4 with all 4 People sitting down on the ground in a vertical line and pretending to "**Paddle**" a Canoe/Dug out.

Caller: Explain and Demonstrate that Number 5 is for all participants to gather in a Group of 5. One Group Member gets down on their hands and knees (the table) while the other 4 people get on their knees and pretend to be eating at a "**Feast**".

NOTE: Caller should let People know that if they have trouble getting down on the ground that they can do the Actions standing up.

When the **Caller** is calling the actions, they can mix-up the Numbers/Actions (e.g. call Number 1-Pow Wow, then call Number 4-Paddle, then call Number 2-Look-out, then call Number 1-Pow Wow, then call Number 5-Feast...). As Actions are called, participants will continually be finding new partners/participants for each Action. However, the Pow Wow Action is always a solo act.

Depending on the age of the group, a Caller can add additional Number/Actions to the game beyond 5. Also, you can choose different Actions than those listed that may be more fitting for your community/territory. As with other Activities, end the "Pow Wow Game" when excitement is still high rather than playing until boredom sets in. **Have Fun**